

THE OFFICIAL GUIDE FROM

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GAMECUBE™

Welcome to
Animal Crossing™

Population: Growing!



THE OFFICIAL

Nintendo®

PLAYER'S GUIDE

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Welcome to your new life.



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Population: Growing!

The Official Nintendo Player's Guide

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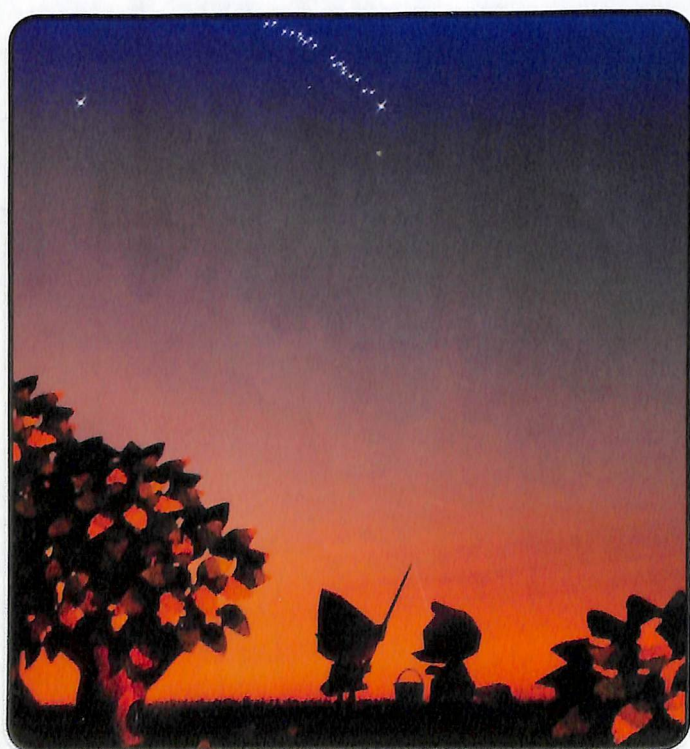
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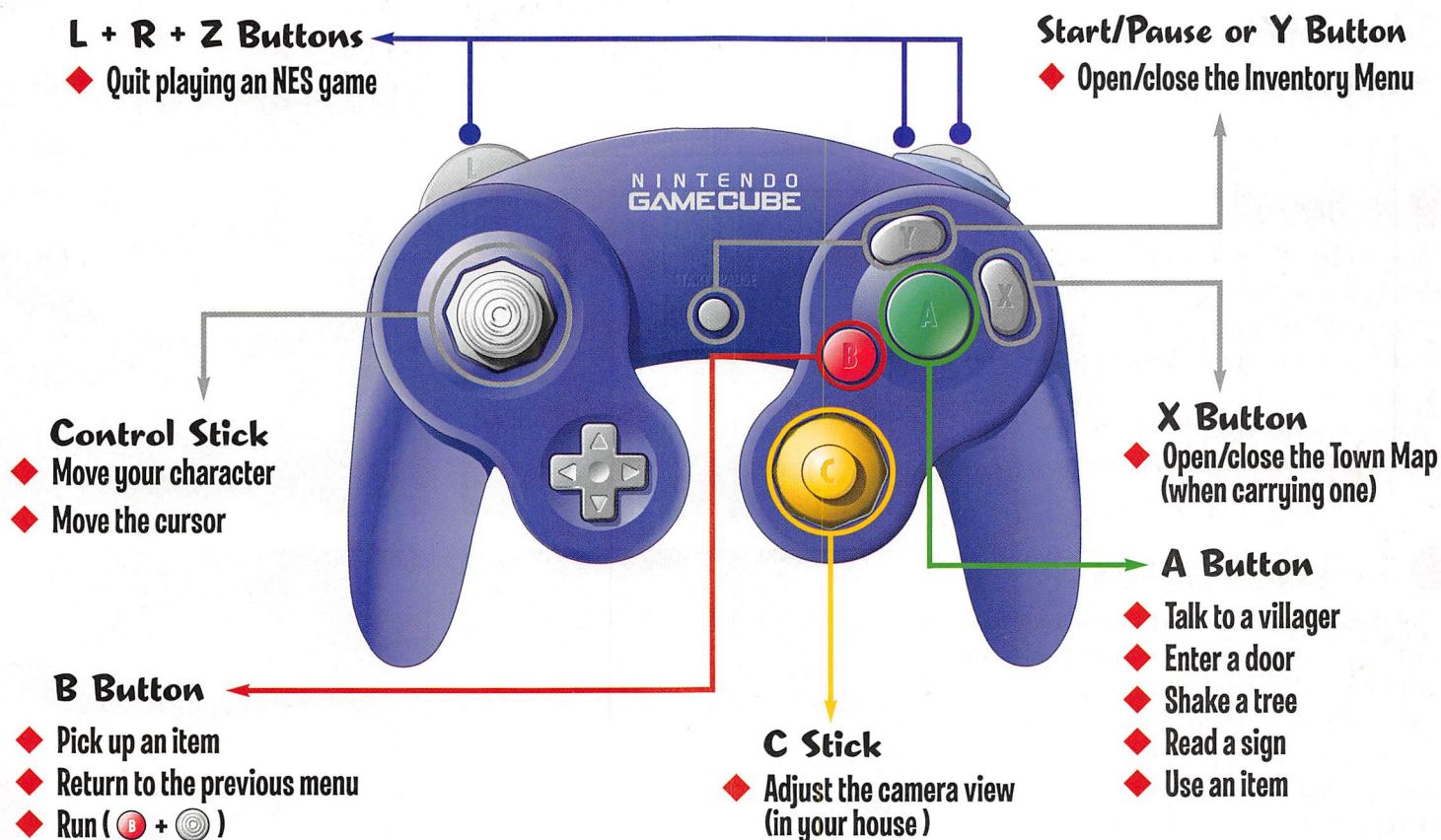
Nuggets of Wisdom

Little things can sometimes make a big difference. With a game as gigantic as Animal Crossing, a few strategy gems can reveal some significant and unexpected facets. You'll find fascinating tidbits strewn throughout the guide book.



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Animal Crossing Controls



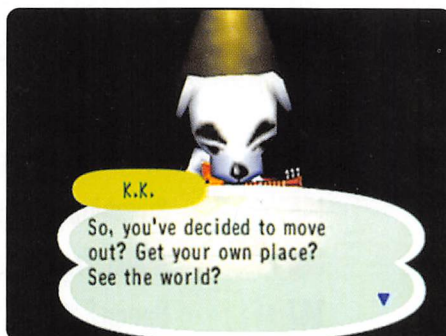
Making a New Start

You're finally leaving the comforts of home to forge an exciting life on your own. Having your own place provides you with the freedom you've always wanted but also demands responsibility. You'll need a little helping hand from the many friends you'll meet. Your actions and relationships with the villagers impact your home village greatly, so do your best to build a happy community!



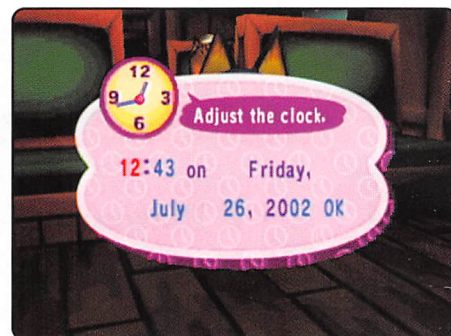
Meet K.K. Slider & Rover

You are greeted first by K.K. Slider. The guitar-strumming pup will allow you to set options such as the rumble feature, sound settings and the sound villagers make when they speak. You may modify the options later when you enter the game. After speaking with K.K. Slider, hop on the train to meet Rover, the strange but friendly cat. How you answer Rover's curious questions will determine your character's appearance.



DATE AND TIME

Poor Rover travels on the train so much that he's lost track of the day and time. Set Rover straight by entering the real date and time. Animal Crossing is a real-time game, which means it follows the actual date and time unless you alter things. You may change the date and time whenever you enter the game.



THE NAME GAME

Once you've made your new friend, Rover will want to know your name and the name of the village to which you're moving. Enter the name you'd like everyone to know you by and the name of your village. Make sure you like the names—anyone visiting your village will see them and you cannot change them.



CURIOUS CAT'S QUESTIONS

During your chat with Rover, he'll ask you some other questions. How you answer his curious questions will determine your character's appearance—including his or her gender. There are many faces, hair colors and outfits you could get, but the village is not affected by your answers.



Fun with Faces

There are eight unique faces for boys and girls. If you don't like the face you're given, start the game again and vary the answers you give to Rover's questions. Boys' and girls' eye color and girls' hair color will change, depending on the face. The outfit you begin with is determined randomly.



Boy

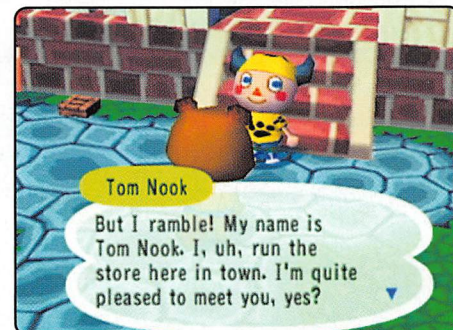


Girl



Your Friend, Tom Nook

Rover makes a helpful phone call on the train to his good friend, Tom Nook, after hearing that you need a place to live. Tom is a friendly fellow who will aid all newcomers. The entrepreneurial raccoon owns a general store named Nook's Cranny, as well as some real estate. Tom offers you a warm greeting at the train station upon your arrival. He also offers you one of four sparkling new houses to call your own.



Buying a House

The first step in moving out on your own is to find yourself a home. The generous store owner, Tom Nook, will offer you one of four brand-new houses. To live in the village, you must choose one of the houses as your own. The other three houses will remain empty until three of your friends come live in your village. Once a house is inhabited, no one else may live there but visitors may look inside.

Choosing a Location

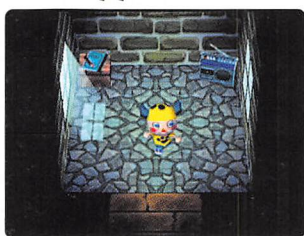
After you hop off the train, Tom Nook will offer to sell you a house. There are four vacant houses in the village, all nestled in a cozy group together. Step into each house to check out the interior, then let Tom Nook know when you've decided on the one you want to live in. Keep in mind that you will change the interior of the house, so focus instead on the location of the house when making your final choice. Each house comes with a few free housewarming gifts.



Don't worry too much about the interior of the house at first. You'll be redecorating with your own personal flair soon enough!



Upper Left



The upper-left house has a "Stone Wall" and "Slate Flooring." The roof of the house is red. All four houses come with a free Radio Cassette Player, Orange Box and College Rule notebook.

Upper Right



The upper-right house has "Wood Paneling" and "Steel Flooring." The roof of the house is orange. Each of the four houses has a mailbox and personal Gyroid assistant, who may help you with many different things.

Lower Left



The lower-left house has a "Shanty Wall" and "Birch Flooring." The roof of the house is yellow. The view varies from house to house, but each of the four houses has a potentially spacious garden area surrounding it.

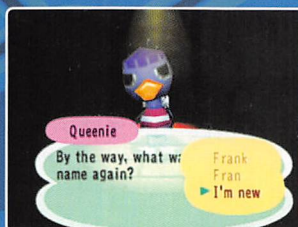
Lower Right



The lower-right house has a "Concrete Wall" and "Charcoal Tile" flooring. The roof of the house is light green. The town bulletin board is conveniently located in the center of the four houses so you and your friends can communicate easily and without straying far from the comforts of home.

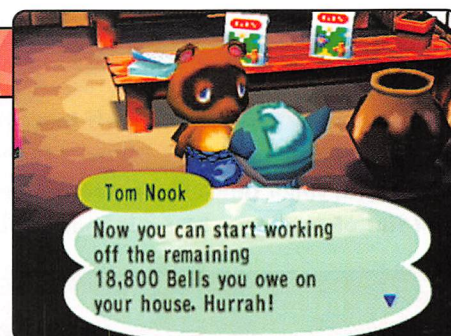
Neighbors Working Together

Each village has four houses. Up to four players may live in one village, however, only one player may visit a village at a time. Get your family and friends to create characters in each other's village for a unique gaming experience. Build the perfect village together! Leave messages for other players to read on the bulletin board. Design clothing for one another. Write letters to each other. The villagers will remember and befriend everyone who visits or lives in the village. Check out page 54 for more multiplayer info.



Repaying Kindness

Tom Nook will be kind enough to sell you a house, even though you're sorely short on Bells. Be a good friend and repay your debt to him as promptly as possible. Check in with Tom Nook at his shop—he'll give you a part-time job. Throw on the snazzy uniform he hands you then run his small errands. If you do a good job, Tom will knock a few Bells off the total sum you owe toward your house. In the process, you'll get to know the village better, too!

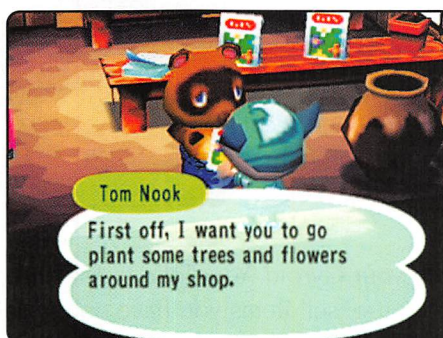


Busy Bee Gets the Bells

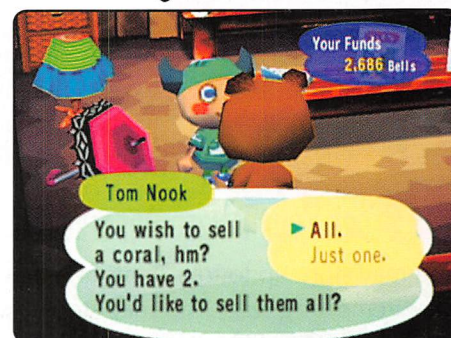
Two Ways to Pay

Earning Bells is a pretty easy task. Initially, Tom Nook will employ you to work part-time in his shop. The jobs consist of everything from planting flowers to writing a shop flyer to making deliveries. Once you complete all the tasks Tom Nook has for you, collect items on your own to sell back to your boss. See page 10 for more details on the side jobs at Nook's shop, and check out page 48 for Bell-earning ideas.

Nook's Part-Time Jobs

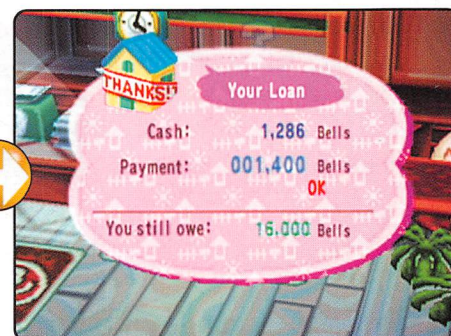


Selling Items to Nook

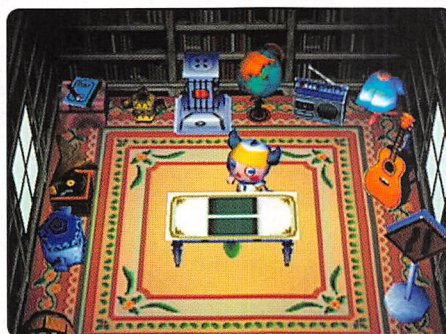


Post Office Deposits

For Tom Nook to receive payments on your house debt, you must make deposits at the Post Office. Speak with Pelly during the day or Phyllis at night. Choose "Deposit," then enter the amount you wish to pay. Once you pay off your loan, the area that reads "You still owe" will show zero Bells. See page 16 for more detailed Post Office information.



Free from Debt



Cheer and celebrate! You've finally paid off your debt, so your time is once again all yours. Check in with Tom Nook once you've paid off the loan—he'll offer to expand your house for you. A bigger house means you can fit more of the great stuff you love, like furniture, in your home, but it also means you'll owe Tom Nook for the expansion. Everything comes at a cost, but that's part of the fun of life on your own.

Comforts of Home

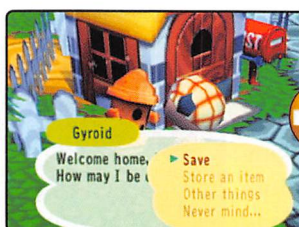
Your new life is really getting off to a great start. You have your own place, and there are all sorts of hip things you can do with your house. Your personal assistant, known as a Gyroid, will aid you with many small tasks, like greeting your guests. You'll begin receiving mail from friends, too, but the real fun of owning a house is showing off your fashion pizzazz through decorating.

Caretaker Gyroid



● SAVE YOUR PROGRESS

You must speak with your Gyroid each time you wish to save your game. If you forget to save and turn off the game, everything that happened since you last saved will be lost! A Nintendo GameCube Memory Card will hold information for only one town. The first time you may save is after Tom Nook instructs you to go out and see if any of the villagers need help.



● STORE YOUR PRIZED POSSESSIONS

You may store up to four items at a time with your Gyroid. Your little caretaker can display items for guests who may stop by your house, sell items you have on display, give items away to anyone who wants them or simply hold onto them for you. Each time you give your Gyroid an item to hold, you must tell it what to do with the item. If you wish to sell an item, tell your Gyroid what price you want to sell the item for. It's one way to sell or give items to your friends.



Leave up to four of your very best items with your Gyroid so your guests can enjoy your collection.



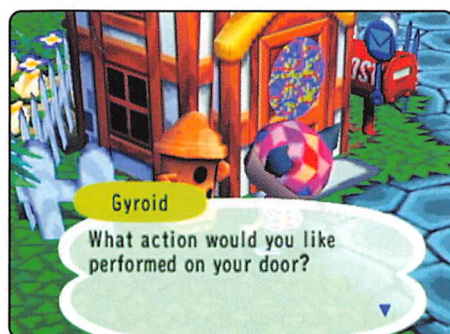
Once your Gyroid is holding an item, you may choose to give away the item or sell it.



If you're playing with good pals, be sure to set reasonable prices. You never know—you could have that last piece of furniture your friend wants!

● PERSONALIZE THE FRONT DOOR

Your Gyroid can also personalize your door for you. Use the existing door pattern or create an impressive design of your own at Mabel and Sable's tailor shop. Speak to your Gyroid and choose "Other things" when it asks how it may assist you, then choose "About the door" to see your door options. If you created a door pattern at the tailor shop, it will appear there. See page 20 for more on how to design your own door template.



● LEAVE A GREETING

Your Gyroid greets guests who swing by your house with a friendly message that it has prepared. Try changing the message; for a more personal touch, include your own slang or a friend's name in your greeting.



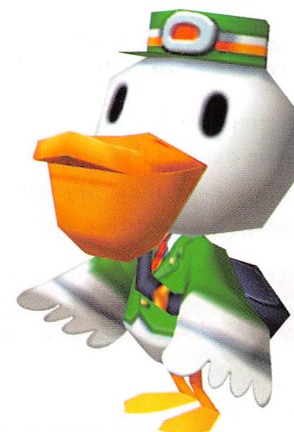
If you do not want to write one yourself, your Gyroid has a nice greeting memorized for you.



Show off your writing skills and surprise your friends by creating a personalized greeting for them.

You've Got Mail

Mail will be delivered to the red mailbox outside your house at least once a day. When the little flag with a flashing letter on it is standing upright, it means you have new mail to collect. Your mailbox may hold up to 10 letters at a time. Once your mailbox is full, it cannot hold any new mail, so empty it once in a while. You may store old letters at the post office. See page 16 for post office details.



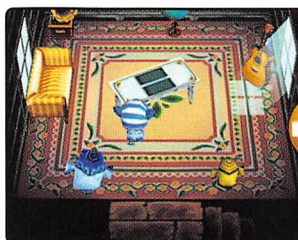
IMAGINATIVE INTERIOR DESIGN

By decorating your house, you can really make it feel like home. As you collect more cool stuff, you will need to rearrange your furniture. Stow things like clothes, carpets and wallpaper in a chest or closet to save space. The layout and design of your home are important if you want to score well with the Happy Room Academy (HRA). See page 50 for details on the HRA.

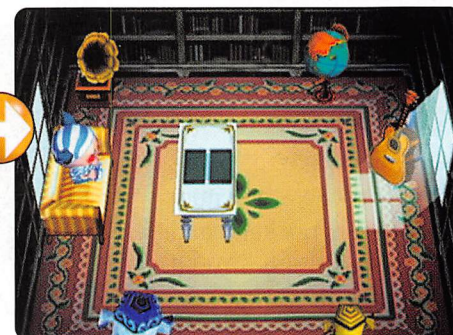


Furniture Placement

There are two strategies for moving furniture. To pick up a piece of furniture, stand next to it and press the B Button, then drop the item in another part of the room. To move furniture without picking it up, press the A Button along with the direction you wish to move or twirl it on the Control Pad. You may replace but not move carpet and wallpaper.



Move furniture around to create areas for resting, playing games or engaging in other pastimes.



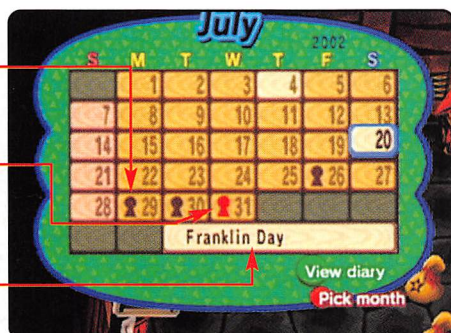
CALENDAR & DAILY DIARY

Inside your new house, there is a blue "college rule" notebook on top of an orange box. Press the A Button when it's placed on a table or box to make your calendar and diary appear. Days that are a lighter shade indicate village events.

A brown symbol indicates that you visited the village that day.

A red symbol indicates that you met a special visitor in the village.

If a planned village event is happening on a selected day, the name of the event will be shown.



RADIO CASSETTE PLAYER

Inside your new home is a radio cassette player, but no music! If you want some tunes to boogie down to in your rockin' pad, don't miss K.K. Slider at the train station on Saturday evenings. The travelling musician will give you songs to take home and pop into your radio cassette player. See page 35 for more info on K.K. Slider. There are many special radio cassette players to collect if your first one doesn't strike the right tune.



Tom Nook's Tasks

Tom Nook runs the local general store all by himself and could use a hand with some tasks. To help pay off your debt to the vendor raccoon, visit his shop after buying a house from him to become his star part-time employee. Slip into the stylin' work uniform Tom Nook gives you and work your way toward becoming debt-free by completing each of the jobs he gives you.

Complete Tom's Chores

Your first big responsibility in your new village will be to work part-time for Tom Nook. You must do each of the jobs he sends you out on in order. They are a great way to earn your first few new items for your home, while earning some Bells to put toward paying off your house loan. While working on Tom Nook's tasks, you will have the opportunity to meet all of your fellow animal villagers, explore every inch of the village and obtain a map. If you have a difficult time finding someone, you can check the village map near the train station or the police station before you get one of your own. Keep your work uniform on while performing all the jobs or you may upset Tom Nook. He has a lot of pride in his little shop and feels that his employees should, too.



1 SPRUCE UP THE SHOP GROUNDS

Your first task is to plant flowers and saplings around Tom Nook's shop. You will receive some flower seeds and saplings to plant wherever you like. Look at the colors of the flowers and try to make a nice arrangement that will be pleasant for visitors. Stand where you want to place a plant, then choose the item from your pockets and press the A Button. You'll earn 80 Bells for the job.



2 MEET AND GREET THE VILLAGERS

The next important job is actually no job at all. Tom Nook wants you to introduce yourself to all the villagers. Check out the village map near the train station or the police station to make sure you don't miss anyone, including Tortimer, the village mayor, who is by the wishing well. It is necessary to speak only with villagers who have houses on the map.



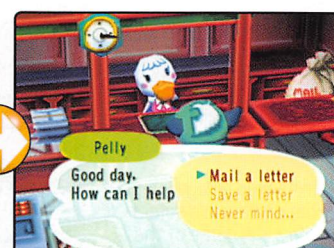
3 DELIVER THE FURNITURE

After introducing yourself to all the villagers, skip back to Tom Nook's shop for your next job. Some special-order furniture has arrived for one of the villagers and it's up to you to deliver it. If you take the furniture to the correct villager, you'll receive a gift of gratitude from the happy animal. Head back to Tom Nook's shop once you've completed the task to earn 230 Bells toward your debt.



4 SEND A DIRECT MAILER

For your next task, Tom Nook wants you to write up a catchy direct mailer about his shop and send it to a specific villager. Break out your best sales pitch and use the stationery Tom gives you to write up a direct mailer about the shop. Once you have the letter written, run over to the post office and send the letter. You will earn 130 Bells for the job.



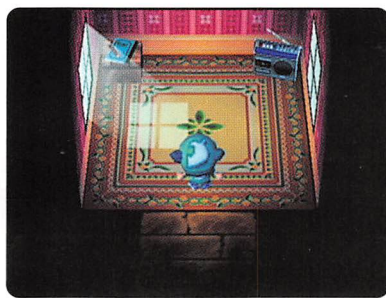
5 LEND A HAND

You're so quick to complete your tasks that Tom Nook needs a little time to prepare the next delivery package. In the meantime, head out into the village to mingle with the animals you met earlier. Speak with the villagers and ask them if they have any work for you. They will often need something delivered or picked up. You can collect furniture, clothing or other cool stuff as a reward.



6 DOORSTEP CARPET DELIVERY

After you've run a few errands for the villagers, check back in with Tom Nook. The next job he has for you is a carpet delivery. The villager who ordered the carpet is eagerly awaiting the delivery and will give you his or her old carpet in return for your speedy service. You can take the old carpet and spread it on your own floor at home. You'll earn 580 Bells from Tom Nook for the job.



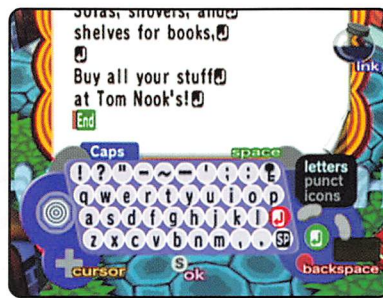
7 SPECIAL DELIVERY AXE

The villager to whom you sent your super direct mailer has ordered a shiny new axe from Tom Nook's shop. Take the axe and deliver it to the correct villager. After you hand the villager the neatly wrapped axe, he or she will pull out the direct mailer you sent and comment on it. Return to Tom Nook's shop after chatting with the villager to earn 230 Bells for a job well done.



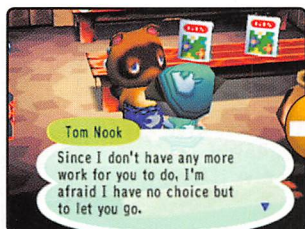
8 ADVERTISE ON THE BULLETIN BOARD

Your last important task is to write an eye-catching ad for Tom Nook's shop that will bring the crowds flooding in. Go to the bulletin board near your house and write up something catchy enough about Nook's Cranny to make villagers want to shop there. You may write whatever you like. Remember that all visitors will be able to read your masterpiece, so show off your best skills.

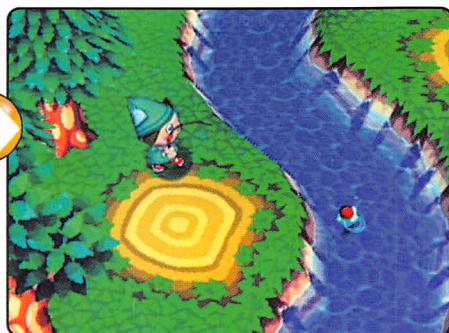


Sweet Freedom

Once you complete all of Tom Nook's jobs, you'll be free to enjoy whatever activities you like. Perhaps you will want to go fishing, bug hunting or shopping. Maybe you'll just want to relax and chat with the villagers. Do whatever you feel like—it's your life, after all. Most importantly, have fun! Don't forget your responsibilities to Tom Nook, though. You still have a loan to pay off. Running errands for the villagers is a great way to earn Bells and collect some sweet stuff. You can also sell fish and insects at the shop for a pretty nice sum.



Once your part-time job is over, you can live your life however you want. Have fun but be responsible, too.



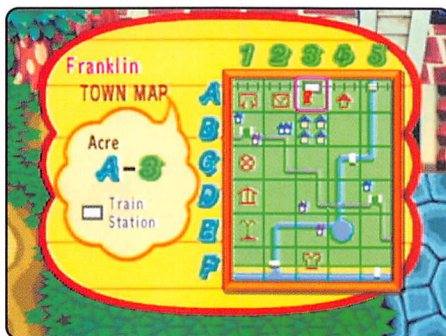
Village Points of Interest

What respectable village would be complete without a train station, a post office or one of Nook's famous shops? Thankfully, every village has all the essential resources to help you with your every need. Some points of interest are establishments with shop clerks or helpful citizens, while others are treasured village landmarks, like the wishing well and the lighthouse.



Village Essentials

Although the layout of every village is unique, each has the same points of interest. The train station in every village is always found in the same location. Places such as the village branch of the Farway Museum or the dump, however, may be located in completely different places from one village to the next. Any time you visit a new village, it's very helpful to take a quick look at the map by the train station when you arrive so you don't get lost.



Every village has its essential points of interest, but their locations often vary quite a bit from one village to the next. Always examine the map of a village if you're visiting it for the first time.

Train Station - Open 24 Hours

Train Station Staff



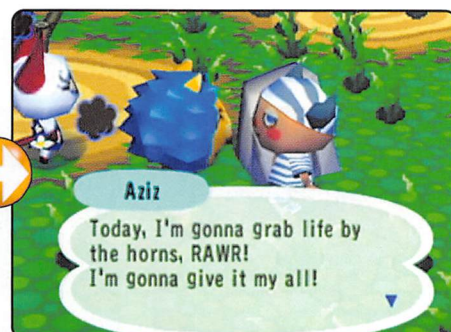
Talk with Porter, the train station attendant, to visit another village. You must insert into slot B (see the instruction manual for operating details) a Nintendo GameCube Memory Card that contains the saved info for the village you wish to visit. When you wish to return to your village, speak with Porter again so he can facilitate your train trip back home. Travelling to other villages, even on the train ride there, is a great way to meet new friends.



Speak with the train station attendant to ride the train.



Each time you ride the train, Rover will be happy to chat with you.



Each village has its own map and unique animal inhabitants. All the animals you meet will remember you and may even move to your home village one day.



Tom Nook's Shop - Open 9:00A.M. to 10:00P.M. (7:00A.M. to 11:00P.M. Nook 'n Go)

Tom Nook dreams of someday running a huge shop with a selection to match every occasion. The more business you offer Tom's shop, the closer he will come to fulfilling his dream. Either spend Bells or sell items to Tom Nook to help him expand his shop. There are three shop expansions. The larger the shop, the greater the variety of items Tom can carry. Making the leap from Tom Nook's superstore to his department store is something you'll want village visitors to help with.

Tom Nook

The busy raccoon entrepreneur.



Nook's Cranny



Nook's Cranny is Tom Nook's first shop. While it's quaint and the selection is small, the little general store is at the heart of the ambitious raccoon's dreams. Support the store by buying and selling items to Tom Nook.

Nook 'n Go



Once the combined total of Bells used to buy or sell items reaches 25,000, Tom Nook will close the shop for remodeling. It takes a day, but when the new Nook 'n Go reopens, the store is a little larger and has a better selection.

Nookway



After you've spent or made a total of 65,000 Bells by doing business with Tom Nook's shop, he will close the doors again for remodeling. When the new superstore reopens, the store's selection and capacity will be even better.

Nookington's



Tom will close his doors to remodel one last time once his transactions reach 150,000 Bells—and a visitor from another town visits Nookway. He'll then open the creme de la creme of Nook's popular shops.

SHOPPING FOR ITEMS

You can buy many things you need at Tom Nook's shop. To purchase an item, stand in front of what you want and press the A Button. Tom will give you a description of the item you've chosen and ask if you want to buy it. Some items are available only at Tom Nook's store—see the list below. Tom will give you a lottery ticket each time you buy furniture, wallpaper, clothes or umbrellas. For every five tickets, you may enter the lottery held at the end of the month.

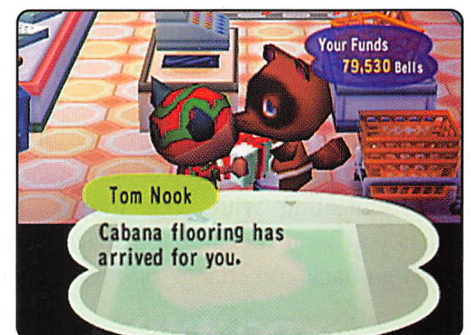
Available Here Only

ITEM	PRICE
SAPLING	60
PAINT	980
CANDY	100
FLOWER SEEDS	120
SIGN BOARD	500



SECRET CODE SHIPPING SERVICE

Sometimes you'll want to give a friend one of your items but won't have time to travel to his or her town. The solution: Tom's shipping service. If you know the exact names of your friend's character and town, you can ask Tom to transform an item into a code. You can tell the code to your friend, who can use it at Tom's store in his or her own town to get the item!



SELLING YOUR FINDS

Tom Nook will buy just about anything you bring to him. He will typically buy items at a quarter of the price he would sell it for in the shop. He will not buy some items, but he will take them off your hands for free—like empty cans, old shoes, unexamined fossils and lottery tickets. To sell an item, speak to Tom Nook and select the item you want to complete the sale.



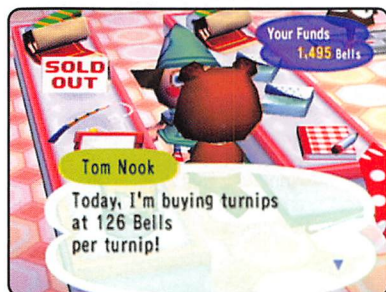
YOUR PERSONAL CATALOG

Once you have held an item in your possession at least one time, that item will appear in your personal catalog at Nook's. You may place an order for anything in your catalog except items that are displayed as "Not for sale." After ordering an item, save and quit your game then start again. Tom Nook will have any items you've ordered delivered to you through the mail.



THE TURNIP MARKET

You can buy turnips from Joan every Sunday morning (see page 34 for more info on Joan and her turnips). You must sell turnips within a week of buying them, or they'll spoil. Tom Nook's turnip purchase prices fluctuate daily—buy low and sell high.



Tom Nook
Wearing his upscale department store suit.



LOTTERY AND BARGAIN SALES

Tom Nook holds a lottery in his shop at the end of every month. You may enter the lottery once for every five tickets you have collected. Tom also has bargain sales two or three times a month, which he announces through the mail. Red balloons are given out for free at all of Tom's sales as thanks.

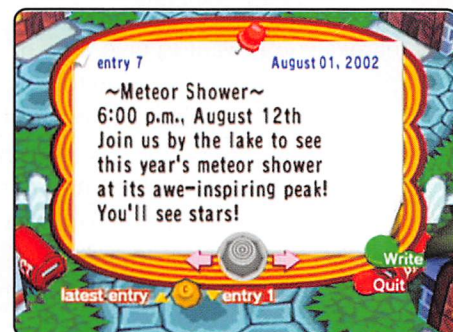
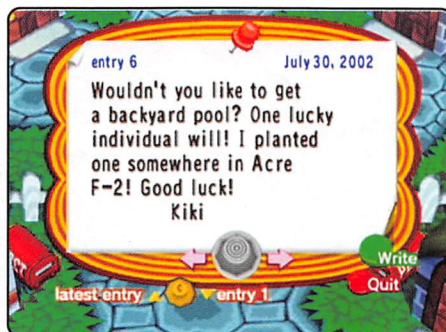


Tommy & Timmy
Two raccoon employees who work at Tom Nook's department store.



Bulletin Board - Available anytime

Every villager and visitor can write on the bulletin board. The public bulletin board is found near your house. Check the bulletin board often for dates of events, weather reports, announcements and information on treasure hunting games. Bulletin boards are also great tools for communicating with your friends. Proofread what you write because once it's posted, you can't go back and change or erase a message.





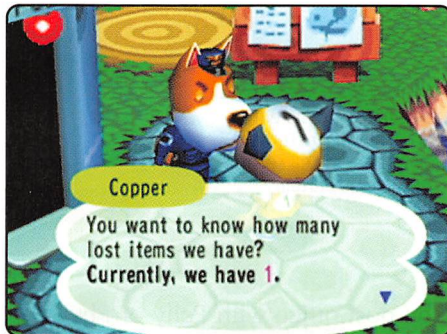
Officer Copper
To serve, protect and teach aerobics.

Police Station - Open 24 Hours

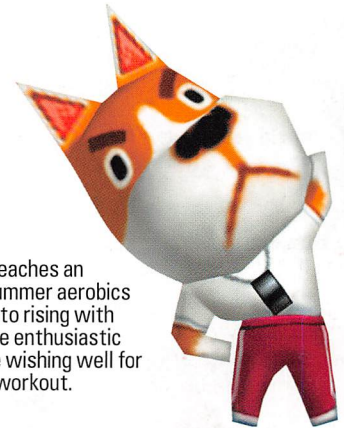


OFFICER FRIENDLY

Officer Copper is always vigilant, and he has a keen eye for what goes on in the village. Speak with him to find out about special guests who will be visiting the village, where they are and when they are expected to arrive. Copper also leads the early-morning aerobics class held in the summer.



Officer Copper teaches an early-morning summer aerobics class. If you're into rising with the sun, meet the enthusiastic instructor at the wishing well for a lively morning workout.

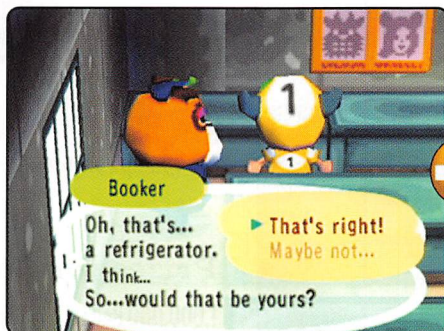


FINDERS KEEPERS

It's nice to live in such an honest community. All lost articles that are discovered in the village are turned over to the police station. Surprisingly, you can take any item that is lost, whether it really is yours or not. The maximum number of lost articles that the police station can house is 20, so check back with Officer Booker from time to time. Sometimes, you'll find some really great stuff. You may even take items then sell them to Tom Nook for a few quick Bells. To take an item, stand in front of the item you're curious about and press the A Button. Officer Booker will tell you what the item is and ask if it's yours. Tell him it is yours if you wish to take the item. Booker is a little unsure of himself so he's relieved to find the owner of an item.



Officer Booker
In charge of lost items.



Taking a lost item is as easy as walking in and claiming it. The village doesn't seem to mind whether the actual owner takes the item or not, so feel free to take what you like.

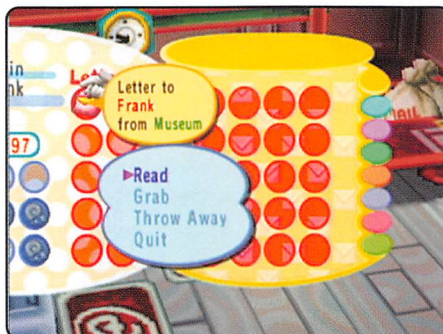
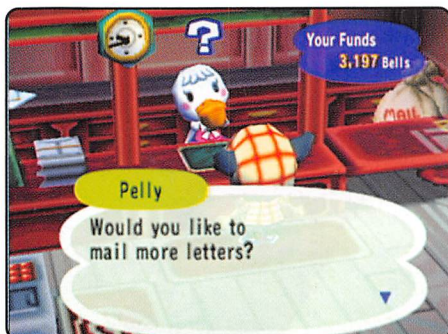
Post Office - Open 24 Hours

SEND OR SAVE YOUR LETTERS

The post office is your center for friendly correspondence. If you want to send a letter to anyone in your village, you must drop it off with the clerk at the post office. Once you have handed Pelly or Phyllis five letters, Pete will arrive outside to pick them up. If you've received a lot of letters, you may want to store the ones you'd like to keep at the post office. The receptionist can store up to 160 letters.



Pete
The cheerful mail pelican.



The post office can assist you with many things, from mailing letters to making loan payments. You can even store old letters to enjoy later.



Pelly
The perky daytime clerk.

POSTAL PAYMENTS

Drop off your loan payments to Tom Nook at the post office with Pelly or Phyllis. They will automatically deduct the amount you give them from the total you owe. Each time you pay, the clerk will calculate your remaining debt for you. It's up to you whether you pay 500 Bells a day or 5,000. No matter what the hour, your payments will always be delivered directly to Tom Nook.



Phyllis
The grumpy nighttime clerk.

POSTAL SAVINGS

If you pay all your debts, the post office will start a postal savings account for you. It works like a bank savings account, but the rewards for saving your Bells are much better. The post office makes saving money fun! Keep your Bells at the post office and win prizes for reaching certain monetary goals. See the table to the right for amounts and the corresponding prizes.



Prizes for Saving

1,000,000 Bells	Tissue
10,000,000 Bells	Piggy Bank
100,000,000 Bells	Mailbox
999,999,999 Bells	Post Model

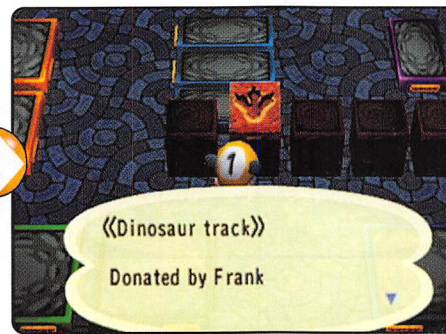
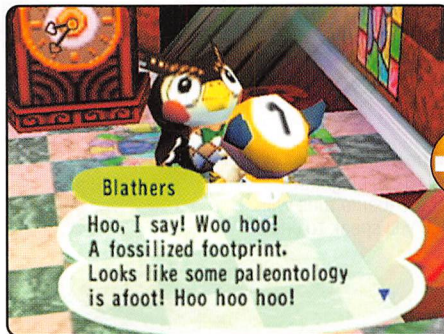
Farway Museum - Open 24 Hours

● DISPLAY YOUR VALUABLES

The Farway Museum has a branch in each village, including yours. The museum has four different galleries: fish, insects, paintings and fossils. Donate any items you find that fall into those four categories for everyone to enjoy. All fish, insects and paintings may be donated as-is, but fossils must be sent away to the main Farway Museum by mail to be identified. You may present Blathers with only one donation at a time, and an identical item cannot already be on display.



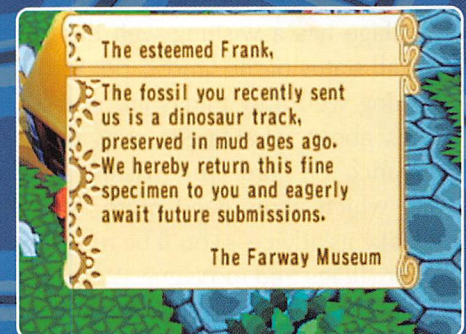
Blathers
The nocturnal museum curator.



When you donate a specimen to the museum, your name will appear on a plaque by the name of the creature or item on display.

How to Identify a Fossil

After you dig up an unexamined fossil, write a letter to the main Farway Museum. Attach the fossil to the letter then take it to the post office and give it to the clerk. If the museum's address isn't in your addressee list, you'll need to wait until you've received your first letter from the museum, which will happen soon after you've dug up your first fossil. You will receive a letter in your mailbox from the main Farway Museum with the identified fossil inside. The letter will explain what the curator discovered when examining your fossil. You can then take the identified fossil back to Blathers so he can put it on display in the museum. Some fossils are pieces of larger skeletons.



The Dump - Items are withdrawn at 6:00A.M. every Monday and Thursday

One animal's junk is another's treasure. You can find many different items at the dump, some of which may even be rare. Every morning, villagers drop two items at the dump, so check it early, before someone else snatches the items up. You may take anything in the dump for no charge. You may have some things you don't want anymore, and you can drop up to 16 things at the dump. Do your part to fight littering—when you fish up an empty can or old shoe, give the garbage a home at the dump. All items are cleared from the dump at 6:00 A.M. on Mondays and Thursdays.



Visit the dump every morning to pick up some hard-to-find items. Keep what you find, send it as a gift or maybe even sell it to Tom Nook for a few Bells.



Town Melody Board - Available anytime



CHANGE THE TOWN MELODY

Your town has a theme melody that plays each time you speak with a citizen. Try spicing things up with a new town tune. To change each note, press Up or Down on the Control Stick. You can also download new town tunes by using the appropriate Animal Crossing-e cards and the e-Reader (see page 62).



If you set all the notes on the melody board to their highest point, a different theme tune will play each time you speak to one of the villagers.

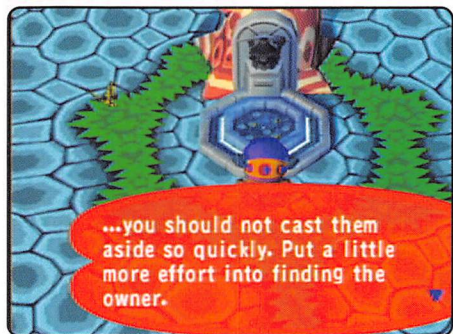
Wishing Well - Available anytime

HEART OF THE VILLAGE

Every village has a wishing well that oversees the overall status of the landscape. You can ask the wishing well how things are in the village for clues about what areas may need some maintenance or care. The wishing well will indicate which acres need more flowers and plants. Take its advice—you'll be rewarded with a happier village and more guests. You may also apologize at the well for incomplete deliveries.



APOLOGIZE FOR UNDELIVERED ITEMS



Sometimes it may become nearly impossible for you to make a delivery if the recipient has moved away. If you have an item you are unable to deliver, visit the wishing well and apologize. If the wishing well judges that you've tried hard enough to deliver the item, you can leave the undelivered item with the well and be released from duty.

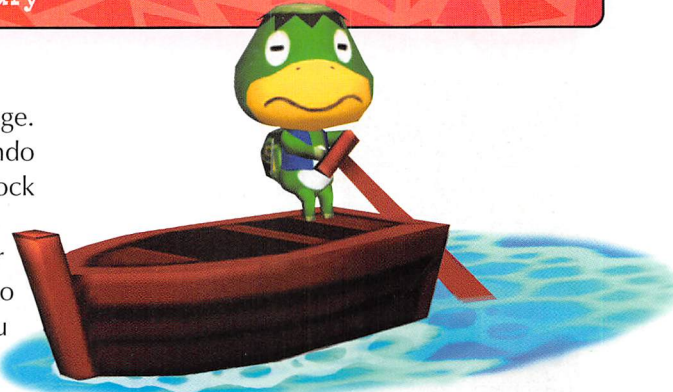
If the villager you need to deliver an item to is still living in the village, the wishing well will encourage you not to give up on your task.



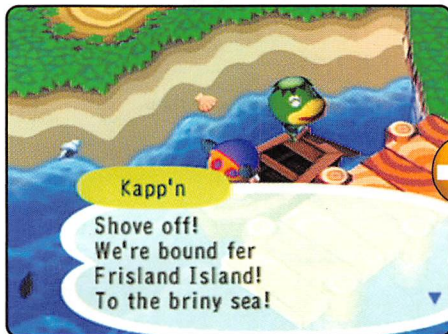
Animal Island - Game Boy Advance is necessary

TROPICAL TRAVELLING

Rumors of an island with coconuts and sunny weather float around the village. Connect your Nintendo GameCube and Game Boy Advance with a Nintendo GameCube Game Boy Advance Cable, then turn on your GBA. Just off the dock of your home village, you will find the shelled pirate, Kapp'n, awaiting those who wish to take a tropical vacation. If he doesn't appear right away, wander off a bit and come back. Hop on Kapp'n's boat and name your destination to set off for the island. Kapp'n will wait for you at the island's dock then take you back to your village when you want to return. Leave your GBA turned on for some linked-up island fun. See page 58 for more detailed information.



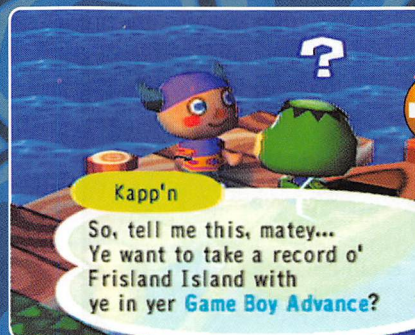
Kapp'n
Your briny pirate steward.



The turtle, Kapp'n, will serenade you with his silly, salty sea songs about lost love and adventure while taking you to the island.

Island Double Take

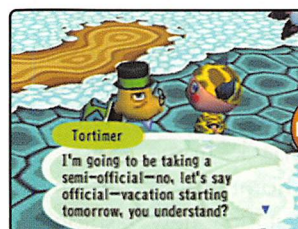
If you save the data for your island onto your Game Boy Advance when Kapp'n asks you to, you can take your island with you for some portable fun. Be careful: If you turn off the Game Boy Advance, the island data will disappear. Your island will still be available on your Nintendo GameCube, however. There are rare items you can find only on your Game Boy Advance island that you must later transfer to your Nintendo GameCube to obtain.



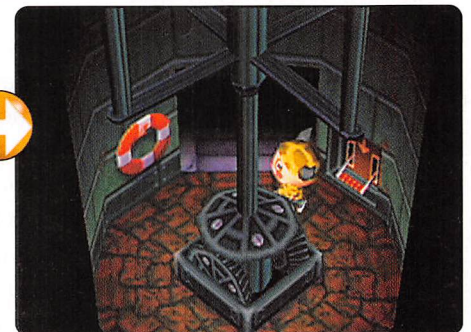
Save your tropical island to your Game Boy Advance to play while on the go. Collect rare items to transfer to your Nintendo GameCube later.

Lighthouse - Available while Tortimer is on vacation

During the colder months of the year, the mayor of your village, Tortimer, will take a vacation. If you speak with him by the wishing well, he will ask you to man the lighthouse while he is away. Tortimer will explain what time of day you need to light the lighthouse and how long you must perform the duty. See page 76 for more details about your special task.



Old Tortimer yearns for sunnier climates in the colder seasons, so he's taking a vacation. It's up to you to man the lighthouse.



Tailor - Open 9:00 A.M. to 2:00 A.M. the next day



The Able Sisters run the tailor shop. Mabel greets visitors and explains everything about the business. She's a cheery, chatty hedgehog, while her sister, Sable, remains largely mum while creating a variety of patterns at her sewing machine.



Sable & Mabel

Sisters in sewing who run the tailor shop.



Upon entering the tailor shop, chat with Mabel to learn the shop's many functions.

FREE DESIGNS FREE YOUR IMAGINATION

Mabel displays eight designs on the showroom floor. Though four appear on clothing and four others are on umbrellas, once you own one, you can do with it whatever you like. Designs are free. To copy one to your design inventory, sidle up to it and press the A Button. Mabel will explain that the design must replace an existing one in your inventory, so make sure you're getting rid of one you no longer want.



SUGGESTIONS FOR SUPERSTYLE

If you can't decide on a showroom floor design, ask Mabel for a recommendation. She'll first point out which of the clothing patterns are tickling her fancy, then she'll move on to the umbrella patterns. Though at times there's nothing on the floor that gets a thumbs-up from the hedgehog, Mabel often has at least one good recommendation that might spur your style sense.



START A FASHION REVOLUTION!

You can also ask Mabel to put your original designs on the showroom floor. Your designs may soon be in vogue in your town. And if players from other towns visit your tailor, they



may copy your designs and show them at their tailor shop back home. Soon, your homegrown design could start a new fashion craze that spreads throughout Animal Crossing towns across the world!

A STYLE STOCKPILE OF 96 DESIGNS

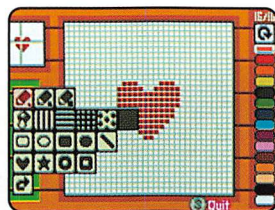
You can carry only eight designs in your design inventory; but you can store an additional 96 designs at the tailor shop. They can be your own creations or patterns you get from the



showroom floor. Whenever you need to carry a new batch of designs around town, go to the tailor shop and swap between your design inventory and the tailor's storehouse.

The Design Tool: Imagination Made Easy

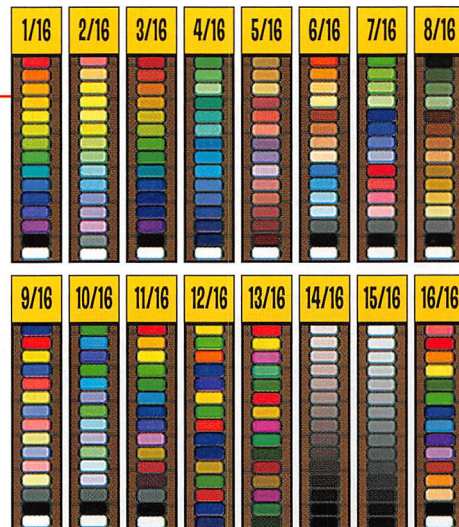
When you want to make your own designs, ask Mabel to give you the design tool. For 350 Bells, she can give you the tool to use on your Nintendo GameCube. And for free, she can also transfer the tool to your Game Boy Advance, if you have a GBA and the Nintendo GameCube Game Boy Advance Cable.



Once you're done creating a design on the GBA, you can transfer it back to the tailor on the GCN.

Color Palette Selection

The design tool contains 16 color palettes. You can use one palette for your whole design. The 15 colors in each palette go well together.



Paint Cursor

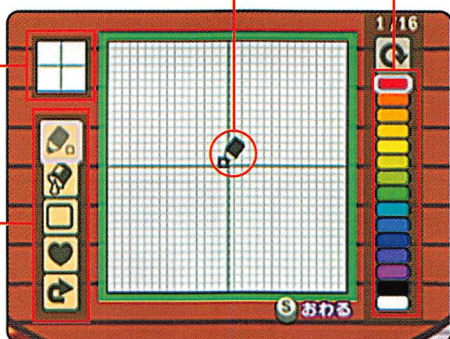
Move the cursor around the design grid and push A to apply color to the grid. To change colors to one that's on the grid, press B while the cursor's on the color.

Design Grid Toggle

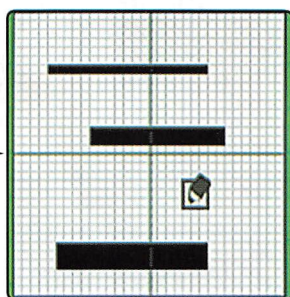
You can use grid lines to see all the pixel squares that are available for you to color. If you don't want to see the lines, use the toggle to turn them off.

Tool Type Selection

The design tool contains lots of tools that make applying color a snap. Some tools give you precise control, others apply big blocks and shapes.

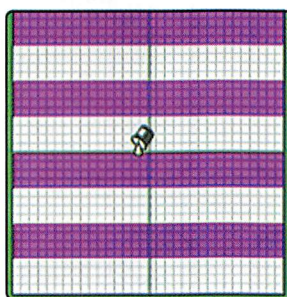


Pen Tool



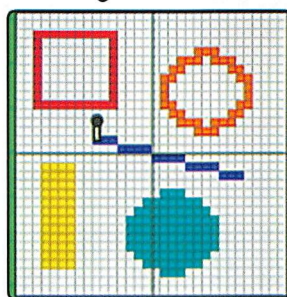
The Pen Tool comes in three sizes. The smallest offers pixel-precise control, while the other two fill in more pixels at once.

Paint Tool



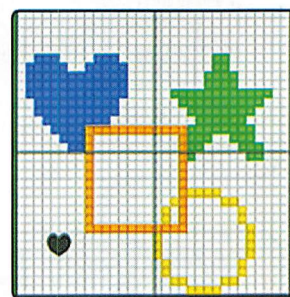
With the Paint Tool, you can select one of six ways to fill in large areas, from applying polka dots to slapping on stripes.

Figure Tool



The Figure Tool lets you create ovals, rectangles and lines. You can also select whether you want them filled with color.

Mark Tool



Creating a pattern is easy with the Mark Tool—it lets you apply one of four shapes: a heart, a star, a square or a circle.

Apply Your Designs All over Town

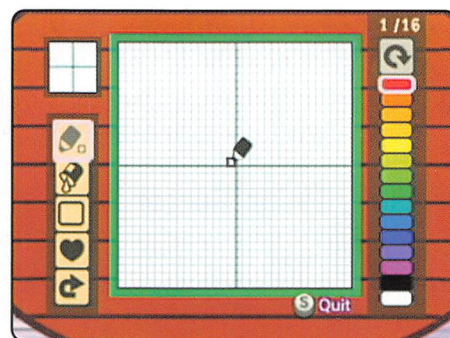
You can use a design to decorate a variety of things. The easiest way to make your design known is to apply it to your clothing and hat—everyone will see you wearing an original outfit! When in your house, you can apply patterns to your carpet and walls. To slap a design on your door, talk to your Gyroid. If you buy a sign board from Tom Nook, you can use it to post your designs nearly anywhere in town. Make a big splash!



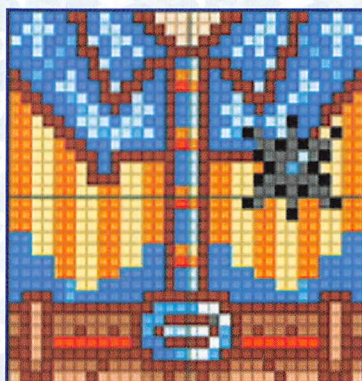
10 Original Designs to Brighten Your World

BREAK THROUGH TO YOUR NEW LIFE WITH STYLE

The possibilities for designs are endless. Use the following 10 original designs for inspiration, and try creating a few of them using the design tool. When you're ready to start, select the color palette noted next to the design then recreate the design, square by square. Or, if you like, tailor the design to your own tastes. Change the palette to create freaky effects. After you've created a few of the designs, the wheels of your mind will surely be turning, ready to invent bold new creations of your own!



Sheriff Outfit for clothing

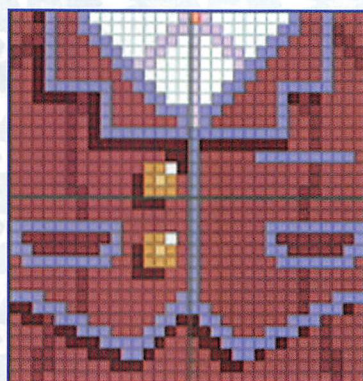


Palette
Number
6/16



Want to lay down the law in your town? Suit up in a Wild West outfit and show everyone who's really boss.

9-to-5 Suit for clothing

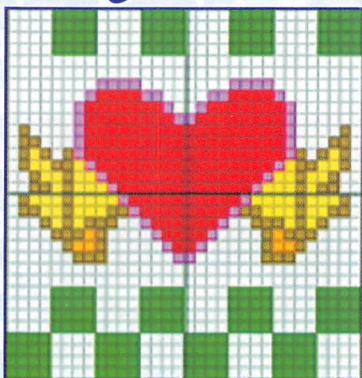


Palette
Number
5/16



Demonstrate that you mean business with this no-nonsense suit. You'll really turn heads with your professional duds.

Winged Heart for clothing

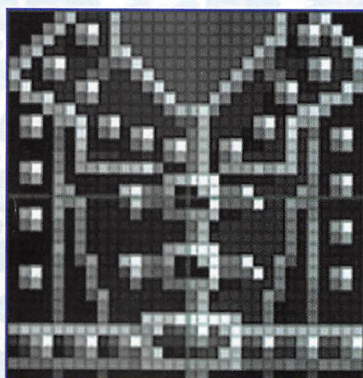


Palette
Number
11/16



Show your friends that you've got a big heart. When you wear this outfit, everyone will know what you're made of.

Leather Jacket for clothing

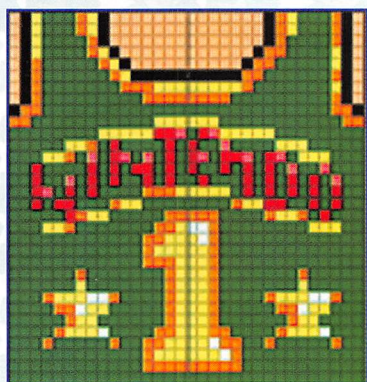


Palette
Number
15/16



Go for the leather look with this jacket, cap and pants. No one's gonna mess with you!

Basketball Gear for clothing

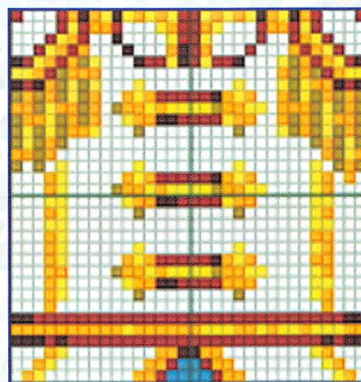


Palette
Number
16/16



Are you a basketball superfan? Tweak this pattern and change the palette to recreate your favorite team's outfit.

Band Uniform for clothing

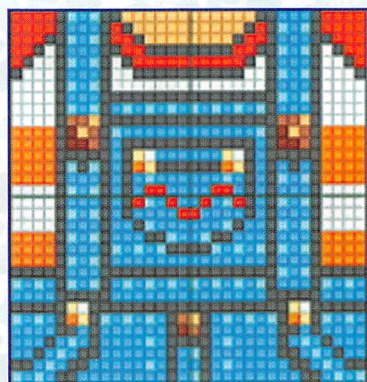


Palette
Number
11/16



If you're constantly changing the town melody and hanging out with K.K. Slider, suit-up with this maestro fashion.

Garden Overalls for clothing

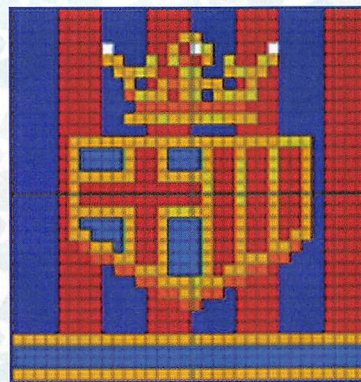


Palette
Number
6/16



Wear overalls when you head out to do a day's worth of flower planting. Don't like the shirt color? Change the stripes!

Noble Fashions for clothing

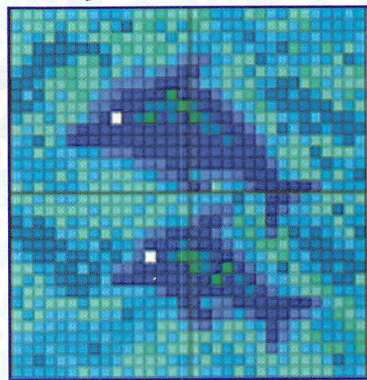


Palette
Number
3/16



If you think you're the king of all you survey, drape yourself in these royal colors. Show the world your upper-crust crest.

Dolphin Pod for walls and doors

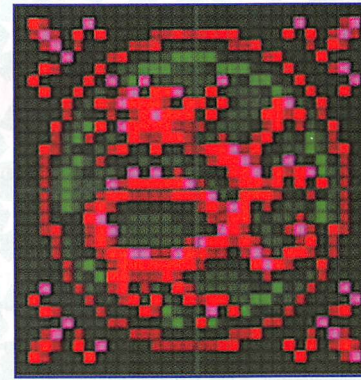


Palette
Number
4/16



While in the comfort of your own home, immerse yourself in ocean vibes by applying this design to your walls and floor.

Fierce Dragon for doors



Palette
Number
13/16



Slap this design on your front door to prove that you're up to something unexpected inside your little palace.

Forming Friendships

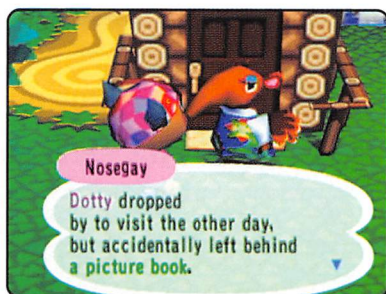
The animal citizens of your town will all want to know you. After you introduce yourself for the first time, each one will look forward to talking with you every day. They'll even remember how long it's been since they last spoke with you and may become sad if you don't visit them enough. They've all got plenty to say—and many of them will have fun tasks and interesting questions for you!



Lend a Helping Hand

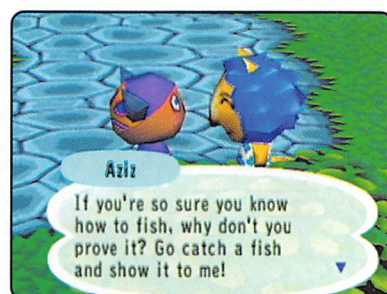
ASK FOR WORK, EARN COOL STUFF

Citizens will often ask you to deliver an item or fetch something that he or she lent to another animal. Sometimes the borrower has lent the item to a third person—and so on—so that you may find yourself chasing the item across a long chain of citizens! Once you perform a task, you'll receive Bells or an item for your reward.



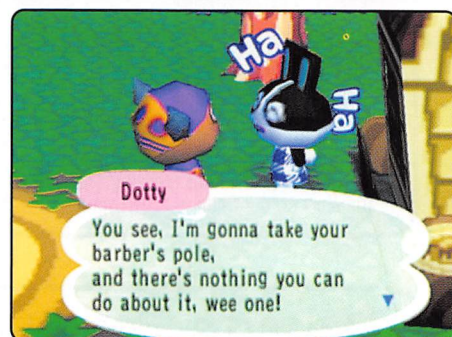
QUESTS FROM YOUR FRIENDS

Sometimes villagers will send you on quests, which come in a great variety. They might ask you to plant flowers, acquire a specific type of fruit or mail them letters. An animal may also ask you to catch a fish or an insect. If you bring back a rare critter, you may be offered a lot of Bells or a rare gift in return.



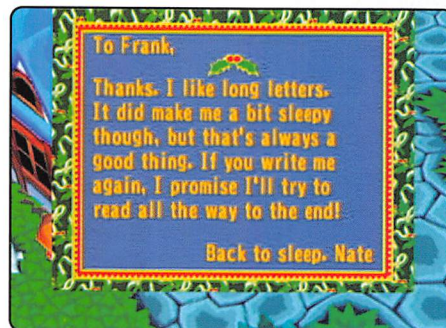
Yap with the Animals

You can also just shoot the breeze with animals instead of working for them. They'll share their opinions about town life, other citizens and even about you. In addition, you may get insider tips about happenings around town. They'll also ask questions about you and may ask you to trade or buy items. Your new friends may even show you their personal mail!



Who Doesn't Like to Get Letters?

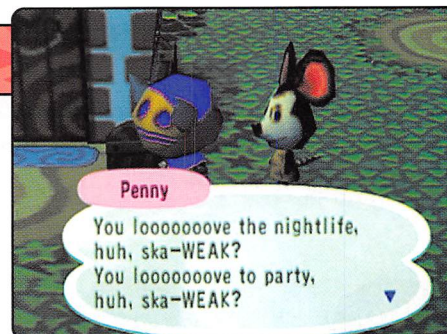
Send well-written letters to your friends often. The animals know the difference between a senseless note and a long letter filled with sentiment. Attach a gift to make a stronger impression. In return you may receive letters—and gifts—in the mail. Your animal friends may also show your letters to other players!



If you impress an animal friend with enough letters, you may receive a gift in the mail, especially around big holidays!

Temperaments and Timely Types

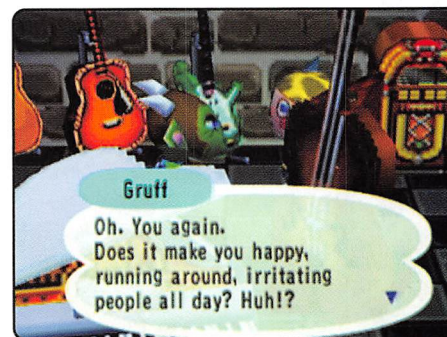
Depending on their personality, your animal friends will be active during different times of the day. You may get a feeling for when a specific friend is likely to be awake or asleep the more you get to know him or her. Some animals are a little hot-tempered—maybe because they wake up in the midmorning and stay up until midnight. Others are typically hot under the collar perhaps because they stay up all night long. You may find other villagers quite pleasant—but they may not be awake very late at night.



If you bump into an animal during the day, there's a good chance that he or she will be chatty—full of tips and ideas about fun things for you to do.



Sometimes when you're wandering the town—especially in the wee hours of the morning—you'll bump into critters sleeping on their doorsteps.



Some citizens always seem ill-tempered. Let anything unpleasant they say go in one ear and out the other.

Animals Have Feelings, Too!

Depending on how you treat your animal friends—and how they treat each other—you'll find that your friends' moods will be all over the map. Typically, they'll be pretty even keeled, but they can also become angry, very happy or disappointed—and their emotions affect how they'll behave toward you.



NORMAL MOOD

When they're on an even keel and feeling levelheaded, your friends will chat with you at length. Of course, if you say the wrong thing or treat them badly, you may see their mood change pretty quickly.



HAPPINESS

Speak with your friends often and do lots of errands for them to put them in an agreeable mood. Sometimes they'll be happy for no reason at all. When they're happy, you can speak with them as usual.



ANGER

When animals become upset, they won't speak to you. Instead, they'll march around fuming for a while. Your friends may become angry if you say something rude or shove them around. There are more ways to ruffle their feathers, but don't look for them!



DISAPPOINTMENT

Maybe you haven't visited them enough, or maybe things just aren't going their way. When you try to talk to animals and they're feeling blue, they won't say very much. Leave them be for the moment and return later in the day.



The Menagerie of Neighbors

Only a few animal neighbors will live in your town when you first begin the game. Over time, more will move nearby while some may hightail it out of town—so, as seasons change, you'll meet more of the total zoo crew. The quickest way to meet many more animals is to visit other towns!



Bill



Pate



Mallary



Weber



Joey



Pompom



Freckles



Derwin



Scoot



Deena



Nosegay



Pango



Cyrano



Snooty



Zoe



Daisy



Goldie



Bea



Bones



Butch



Lucky



Cookie

As the Town Turns ...

Your town contains an ever-changing population of animals. When animals leave your town, don't take it personally. After all, they always send you a letter once they've moved on, so you must have made a good impression.

To Frank,

Hi there! I decided to move, and I just wanted to thank you for everything you did for me in Franklin. I really appreciate it, and I hope you'll come visit me.

From Kiki in Crackton



Maddie



Biskit



Portia



Bunnie



Dotty



Genji



Pippy



Claude



Gabi



Coco



Gaston



Doc



Snake



Savannah



Winnie



Buck



Ed



Cleo



Peaches



Elmer



Stu



Chuck



Oxford



T-Bone



Belle



Bessie



Petunia



Patty



Fang



Chief



Lobo



Freyja



Wolfgang



Emerald



Tad



Wart Jr.



Cousteau



Puddles



Lily



Jeremiah



Huck



Camofrog



Ribbot



Prince



Jambette



Rollo



Biff



Bertha



Bubbles



Rocco



Lulu



Bitty



Kitt



Valise



Astrid



Marcy



Mathilda



Carrie



Teddy



Tutu



Pinky



Grizzly



Chow



Dozer



Nate



Groucho



Ursula



Cheri



Pudge



Maple



Kody



Bluebear



Cupcake



Murphy



Vladimir



Poncho



Olive



Sydney



Huggy



Gonzo



Ozzie



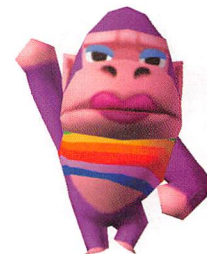
Yuka



Louie



Peewee



Jane



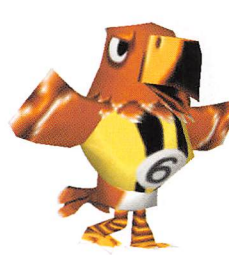
Cesar



Pierce



Amelia



Buzz



Apollo



Quetzal



Hornsby



Tank



Tiara



Spike



Paolo



Ellie



Eloise



Opal



Axel



Dizzy



Octavian



Rio



Sandy



Queenie



Sprocket



Tybalt



Rolf



Bangle



Jay



Robin



Twiggy



Admiral



Twirp



Ace



Piper



Midge



Anchovy



Otis



Goose



Betty



Hector



Egbert



Ava



Hank



Leigh



Rhoda



Punchy



Olivia



Rosie



Tom



Kitty



Purrl



Kiki



Mitzi



Bob



Tabby



Tangy



Kabuki



Monique



Stinky



Dora



Candi



Chico



Samson



Penny



Carmen



Limberg



Anicotti



Rizzo



Stella



Cashmere



Baabara



Woolio



Eunice



Vesta



Curly



Rasher



Boris



Cobb



Lucy



Hambo



Hugh



Sue E.



Spork



Truffles



Hopper



Friga



Puck



Gwen



Roald



Cube



Aurora



Chevre



Billy



Sven



Gruff



Velma



Iggy



Rex



Aziz



Leopold



Blaire



Hazel



Peanut



Pecan



Mint



Filbert



Sally



Nibbles



Static



Ricky



Alfonso



Liz



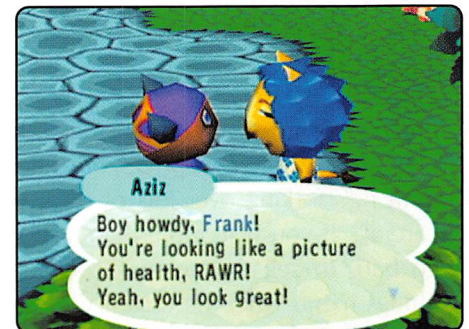
Alli



Boots

Yackity, Yackity, Yackity

Individuality is an important aspect of Animal Crossing—your friends and neighbors will speak and act in unique ways. Each animal has a different word or phrase, such as “doodle-duh” or “peepers,” that he or she tags onto the end of sentences. If you spend enough time in your village, you may even have an animal ask you to teach them a new phrase. Make sure it’s a nice one, because they’ll say it from that point on!



You can learn about villagers' temperament by the words they use. Folks who say things like “grumble” and “Grrr” a lot are probably bad tempered—treat them with care.

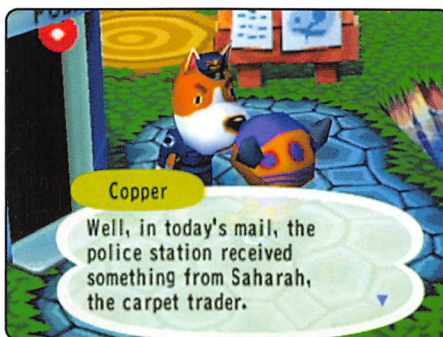
Special Visitors

While it's fun to have a village of well-known friends, variety is the spice of life. Give yourself a break from the familiar by meeting up with visiting strangers. You'll encounter wandering carpet salesmen, turnip-hawking farmers, gift-giving reindeer and lots more—but the visitors never overstay their welcome! Learn their travel itineraries and plan accordingly or you might miss out on a great new item.



Visitation Rights

Most of the visiting creatures in Animal Crossing arrive and depart on specific schedules. If you know when a certain guest is planning to arrive, you can be waiting for him or her. Some animals—especially those that sell items—will send letters or post messages announcing their impending visits. Others will inform Officer Copper, who will then pass the information on to the rest of the town. Keep your eyes and ears open for signs of forthcoming callers.



Officer Copper knows all the goings-on in town, including schedules. Select "Anything New?" when you speak to him to learn if special guests will be stopping by soon.



A few of the Animal Crossing critters send letters before they arrive to drum up business. Be sure to check your mailbox daily.

Joan 6 A.M. to noon every Sunday

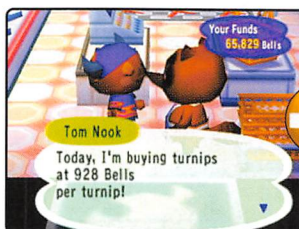
TURNIP TRANSACTIONS

You might have noticed a sleep-deprived boar in the back of the train as you approached your town for the first time. She is none other than Joan, an older boar who makes her living selling turnips. You can find her wandering the town early each and every Sunday morning. You can purchase turnips in bunches of 10, 50 or 100.

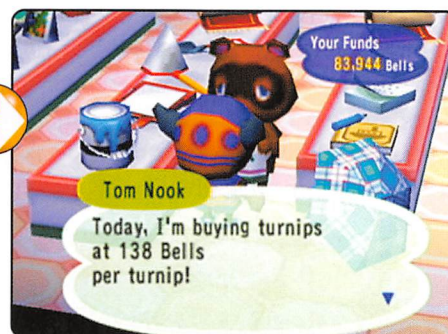


BUY LOW, SELL HIGH

Once you have some turnips, take them to Tom Nook. He will pay different prices on different days, so wait until he's forking over lots of Bells before you sell. Be careful—if you wait more than a week, the turnips will go bad. To sell turnips to Mr. Nook, go to the Other Things menu when he asks if you need any assistance. Note that Tom won't buy any turnips on Sunday.



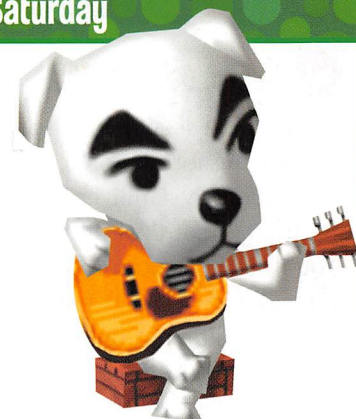
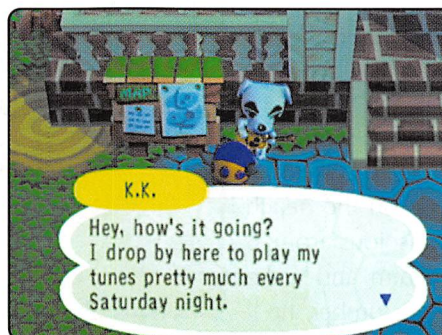
Be sure to sell your turnips by Saturday night, even if you get a low price—some Bells are better than none at all.



Totakeke (K.K. Slider) 8 P.M. to midnight every Saturday

TUNES BY THE TRAIN

Totakeke is a wandering minstrel who has won acclaim the world over with his own style of mellow, folksy music. To listen to Totakeke (who goes by the name K.K. Slider while on stage), go to the train station between 8 P.M. and midnight on a Saturday evening.



REQUESTS AND DEDICATIONS

K.K. Slider will give you the option of requesting a song. If you don't pick a specific tune, he will just play something at random. To make a request, type in the name of the song from the list below. After he plays, you'll get a cassette tape. You must request "K.K. Song," "Two Days Ago" and "I Love You" by name or Totakeke won't ever play them.



In addition to hearing some rockin' tunes, you can also look at the credits. Just request a song to give the designers their due.



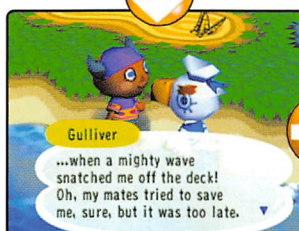
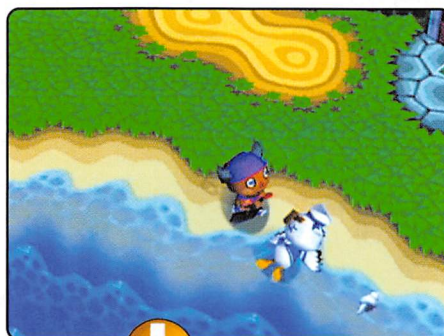
MUSIC LIST

- | | | |
|------------------|------------------|------------------|
| ✓ Aloha K.K. | ✓ K.K. Etude | ✓ K.K. Song |
| ✓ Café K.K. | ✓ K.K. Faire | ✓ K.K. Soul |
| ✓ Comrade K.K. | ✓ K.K. Folk | ✓ K.K. Steppe |
| ✓ DJ K.K. | ✓ K.K. Fusion | ✓ K.K. Swing |
| ✓ Go K.K. Rider! | ✓ K.K. Gumbo | ✓ K.K. Tango |
| ✓ I Love You | ✓ K.K. Jazz | ✓ K.K. Technopop |
| ✓ Imperial K.K. | ✓ K.K. Lament | ✓ K.K. Waltz |
| ✓ K.K. Aria | ✓ K.K. Love Song | ✓ K.K. Western |
| ✓ K.K. Ballad | ✓ K.K. Lullaby | ✓ Lucky K.K. |
| ✓ K.K. Blues | ✓ K.K. Mambo | ✓ Mr. K.K. |
| ✓ K.K. Bossa | ✓ K.K. March | ✓ Only Me |
| ✓ K.K. Calypso | ✓ K.K. Parade | ✓ Rockin' K.K. |
| ✓ K.K. Casbah | ✓ K.K. Ragtime | ✓ Señor K.K. |
| ✓ K.K. Choral | ✓ K.K. Reggae | ✓ Soulful K.K. |
| ✓ K.K. Condor | ✓ K.K. Rock | ✓ Surfin' K.K. |
| ✓ K.K. Country | ✓ K.K. Safari | ✓ The K. Funk |
| ✓ K.K. Cruisin' | ✓ K.K. Salsa | ✓ Two Days Ago |
| ✓ K.K. D & B | ✓ K.K. Samba | |
| ✓ K.K. Dirge | ✓ K.K. Ska | |

Gulliver 6 a.m. to midnight – random day once a week

SEASICK SEAGULLS AT THE SEASHORE

Gulliver is a seagull who has left a life of flying and scavenging for one of adventure on the high seas. Unfortunately, Gulliver isn't a very good sailor and he has a great deal of trouble staying on his ship. You'll find the poor salt washed up on the beach once a week. He'll remain unconscious from 6 A.M. to midnight unless you find him and wake him up. Once he's roused from his slumber, he'll tell you a tale of life on the high seas and give you a present. As he spends most of his time in far-off ports of call, Gulliver's gifts tend to be a little on the odd side—but you won't find them anywhere else. Make sure that you check the beach every day or you might miss out on the gift of a lifetime.



Poor Gulliver keeps falling overboard. It's great for you, however, as you can earn one rare item a week just for waking him up.



GULLIVER'S ITEMS AND TOM NOOK'S PURCHASING PRICES

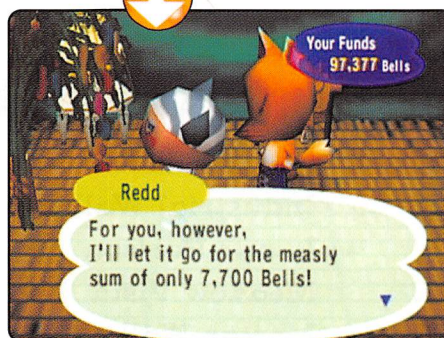
Arc de Triomphe	2,300	Manekin Pis	1,300	Plate Armor	1,850
Bottled Ship	840	Matryoshka	980	Shogi Piece	1,250
Chinese Lion	1,200	Merlion	2,300	Stone Coin	1,400
Chinese Lioness	1,800	Mermaid Statue	1,900	Tiger Bobblehead	580
Compass	320	Moai Statue	1,900	Tokyo Tower	1,150
Fishing Bear	680	Mouth of Truth	1,900	Tower of Pisa	2,300
Lady Liberty	2,300	Pagoda	1,280	Tribal Mask	1,100



Redd 6 P.M. to 6 A.M. — Ask Copper or look for a letter

● You Get What You Pay For

Redd (or Crazy Redd, as he's known to customers and competitors alike) runs a black market tent that appears on random occasions. Some of his items are one-of-a-kind collectibles, but most of what he sells can also be purchased in Tom Nook's shop. Redd charges insanely high prices for all his goods (four times what Nook wants), so don't buy something unless you really want it and are sure it's an original. The list below shows all the items that are available only through Redd. Once you buy an item from the sly fox, you'll be able to purchase it from your catalog in Tom Nook's store.



Redd sends out mailers to announce his traveling furniture emporium. Officer Copper also knows when he's coming.

REDD'S ORIGINAL ITEMS

Aiko Figurine	3,200	Ebony Piano	15,200	NES Console	12,000
Amazing Painting	7,840	Exotic Bed	10,160	Pinball (NES)	12,000
Backyard Pool	3,960	Exotic Table	9,200	Quaint Painting	7,840
Balloon Fight (NES)	12,000	Famous Painting	7,840	Ranch Chair	5,600
Basic Painting	7,840	Flowery Painting	7,840	Ranch Dresser	10,880
Bass	9,600	Frog Woman Pole	5,600	Red Corner	27,200
Black Bishop	11,200	Golf (NES)	12,000	Regal Bed	12,480
Black Knight	11,200	Green Dresser	9,280	Regal Chair	8,400
Black Rook	11,200	Green Wardrobe	9,200	Robo-Clock	5,600
Blue Bed	8,400	High-End Stereo	11,000	Saddle Fence	8,720
Blue Table	7,200	Hinaningyo	10,240	Scary Painting	7,840
Cabana Bed	8,800	Judge's Bell	7,160	Steam Roller	18,000
Cabana Chair	6,400	Kiddie Bed	8,400	Super Toilet	7,920
Cabin Chair	6,800	Kiddie Clock	5,920	Tanabata Palm	7,700
Cabin Dresser	8,640	Lawn Mower	11,040	Tinpano Drum	8,400
Classic Vanity	10,240	Letter Cubby	9,200	Turntable	10,320
Classic Wardrobe	10,240	Lovely Armoire	8,960	Well	10,800
Clu Clu Land (NES)	12,000	Lovely End Table	7,200	White Bishop	11,200
Common Painting	7,840	Lovely Stereo	7,920	White Knight	11,200
Computer	7,280	Luigi Trophy	28,000	White Rook	11,200
Dainty Painting	7,840	Modern End Table	7,600	Wide-Screen TV	8,800
Deer Scare	7,200	Modern Wardrobe	10,240		
Dice Stereo	8,600	Moving Painting	7,840		



Wendell Arrives at 6 A.M., stays for 24 hours— Ask Copper for specific days

STARVING ARTIST

Wendell the walrus is an artist known the world over for his amazing wallpaper designs. He travels from town to town hawking his wares, and all that walking makes him hungry. Give him a fish to receive some great new wallpaper. Wendell gives out only three units of wallpaper per day, so find him early. Ask Copper for his exact location.



WENDELL'S WALLPAPER AND TOM NOOK'S PURCHASING PRICES

Ancient Wall	2,300	Garden Wall	1,600	Office Wall	1,750
Backgammon Wall	1,800	Industrial Wall	1,750	Ringside Seating	2,250
Basement Wall	1,875	Lunar Horizon	1,900	Sandlot Wall	1,700
Blue Tarp	1,400	Meadow Vista	2,000	Tree-Lined Wall	1,850
Classroom Wall	1,500	Mortar Wall	1,750	Tropical Vista	2,300
Desert Vista	2,250	Music Room Wall	1,600	Western Vista	1,500

Gracie Arrives at 6 A.M., stays for 24 hours – Ask Copper for specific days

SASSY AND CLASSY

Gracie is a fashion-minded lady with a stylish car. Fantastic automobiles require constant upkeep, however, and that's where you come in. Speak to Gracie then buff the roadster to a spiffy shine by tapping the A Button rapidly. If you do a great job, the giraffe will give you a Gracie original from the list below. If you do only a so-so job, you'll get normal clothing. You'll know she's coming to town when Copper starts complaining about illegal parking scofflaws.



GRACIE'S FASHIONS AND TOM NOOK'S PURCHASING PRICES

Butterfly Shirt	1,800	Grape Shirt	1,600	Shirt Circuit	1,280
Caterpillar Tee	1,700	Grass Shirt	1,450	Snow Shirt	1,700
Citrus Shirt	1,600	Groovy Shirt	1,600	Splendid Shirt	1,550
Cool Shirt	1,600	Kiwi Shirt	1,600	Strawberry Shirt	1,600
Coral Shirt	1,550	Ladybug Shirt	1,350	Swell Shirt	1,500
Cow Print	1,600	Lavender Robe	1,450	Tiger Print	1,600
Crossing Shirt	1,550	Leopard Print	1,600	Tin Shirt	1,600
Fiendish Shirt	1,700	Melon Shirt	1,600	Watermelon Shirt	1,600
Giraffe Print	1,550	Orange Pinstripe	1,250	Zebra Print	1,600
Gracie's Top	1,550	Pulse Shirt	1,500		



Saharah Arrives at 6 A.M., stays for 24 hours – Ask Copper for specific days

THE CARPET CAMEL

A trader from distant lands, Saharah is the queen of carpets. When she comes to town, bring her a carpet and 2,000 Bells. She'll give you a rare carpet in return. The next time you want a carpet, however, the price will go up. Since you can't see her inventory in advance, check the list below to see if Saharah has anything you're interested in.



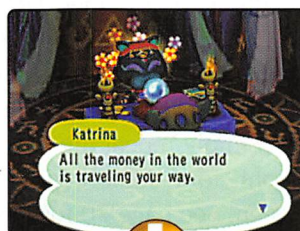
SAHARAH'S CARPETS AND TOM NOOK'S PURCHASING PRICES

Ancient Tile	2,400	Concrete Floor	1,800	Saharah's Desert	1,800
Basement Floor	2,125	Daisy Meadow	1,800	Sand Garden	1,750
Boxing Ring Mat	2,500	Lunar Surface	2,000	Sandlot	1,700
Chessboard Rug	2,075	Mossy Carpet	2,000	Sidewalk	1,950
Classroom Floor	1,500	Music Room Floor	1,800	Tropical Floor	2,050
Closed Road	1,625	Office Flooring	1,700	Western Desert	1,700

Katrina Arrives at 9 P.M., stays for 24 hours – Ask Copper for specific days

CAT-SCRATCH FORTUNE

Katrina is a mysterious fortune-teller who appears in your village from time to time. She will tell your fortune in exchange for 50 Bells. If the fortune is Normal, nothing will happen and you'll be able to get a new fortune told for another 50 Bells. But if the fortune is on the list below, you can't get a new one. Some of the fortunes have really nice results, such as giving you more money or a better chance at finding rare items. Some fortunes, however, are little more than booby prizes, so tread carefully. Katrina will also appear in your town on New Year's Day and let you draw a special lot. If you get a good result, you'll have fantastic luck for a short period of time.



It's only 50 Bells to have your fortune told, so why not give it a shot? It might be your lucky day!

FORTUNES AND THEIR EFFECTS

Love	Villagers of the opposite sex will take a liking to you.
Unpopular	Villagers will act coldly toward you.
Lucky Finances	You'll earn and find more Bells than normal.
Lucky Materials	It will become easier to acquire rare items.
Unlucky	You'll fall down a lot.

Chip 6 A.M. to 6 P.M. every Sunday in June and November

A FISHY STORY

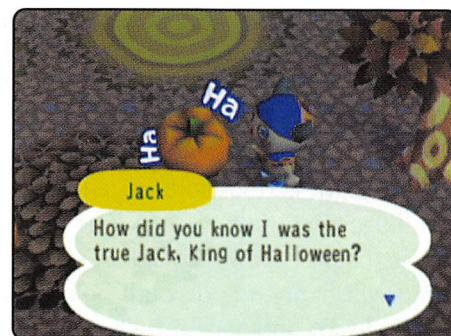
Chip is the chairman of a fishing contest that occurs on Sundays in June and November. Bring Chip a small Bass or a large Bass to enter the contest. If yours is the biggest, he'll give you a special prize. If you catch the prize-winning Bass and then bring Chip a second, larger Bass, he'll give you another prize. Chip also likes to eat fish of all types, but you won't earn anything special for feeding him.



Jack 6 P.M. on October 31 to 1 A.M. on November 1

Mr. PUMPKINHEAD

On Halloween, all the townspeople dress as pumpkin-headed ghou. One of the pumpkin-heads, however, is really a spirit named Jack. If you find Jack (he's the only one who won't approach you immediately) and give him candy, he'll give you a rare piece of Spooky Series furniture. If you want more furniture, simply repeat the process. You can buy candy from Tom Nook beginning 10 days before Halloween. See page 70 for more details.



Jingle 8 P.M. on December 24 to 1 A.M. on December 25

JINGLE ALL THE WAY

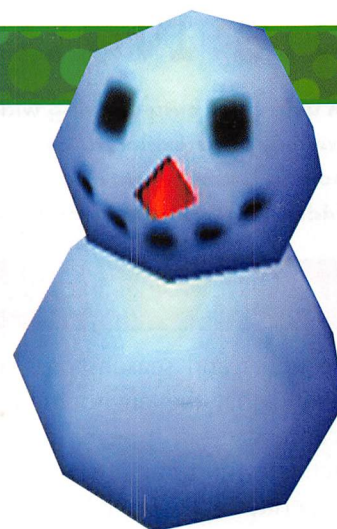
Much like Jack, Jingle wanders through the town celebrating a holiday—but it will take more than candy to earn a gift. Track down Jingle and speak to him, then leave the area. Once you've moved at least an acre away, find Jingle and speak to him again. Repeat the process five times to get a piece of Jingle Series furniture. If you want more goods but don't want to wait another year, change your outfit and start the chase anew. See page 74 for more details.



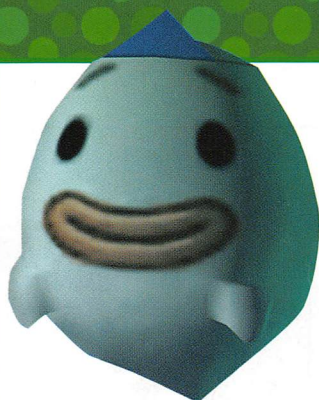
Snowman Every day from December 25 to mid-February

● KEEP ROLLING ALONG

Once Christmas has arrived, look for small snowballs on the ground. If you push the snowballs around, they will grow in size. Once you have a large snowball, roll another snowball until it's approximately half the size of the first one. Roll the two together to form a snowman. If your snowman is well-proportioned, it will give you a piece of Snowman Furniture. If it's lopsided, it will just give you grief. See page 76 for more details.

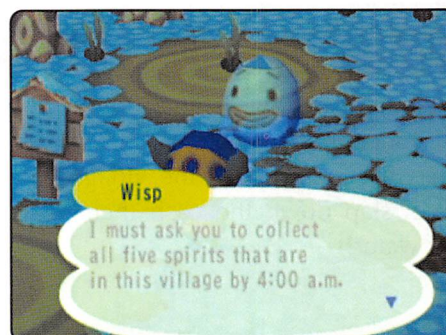


Wisp Midnight to 4 A.M. under certain conditions



● GHOSTLY GOINGS-ON

Wisp has been ordered to collect five wayward spirits, but he needs a net. Take your bug net and wander through the village catching spirits. If you find all five before the clock strikes 4 A.M., Wisp will grant you a wish. You can have the ghost pull all the weeds in your village, repaint the roof of your house or just give you a gift. Wisp is invisible at first but he'll talk to you once you enter his acre. See page 76 for more details.



Franklin 3 P.M. to 9 P.M. on the fourth Thursday in November

● GOBBLE, GOBBLE

The annual Harvest Festival is held on the fourth Thursday in November, and what better way to enjoy the season than with a delicious turkey? Franklin the turkey was invited to dinner by the mayor . . . actually, he suspects that he was invited to be dinner! Speak to Franklin, then help him out of his jam by stealing silverware from the banquet table, which you must find somewhere in town. Franklin will hide behind trees, buildings and other cover. If you give the utensils to Franklin, he'll give you a piece of Harvest Series furniture. You can repeat the process until you have a complete set. See page 72 for more details.



The Natural Way to Play

When you're not busy yapping with all your neighbors, you'll notice that there's a whole world out there just waiting to be explored. Grab a fishing rod and search for aquatic critters. Shake down a few trees for money. Listen for rare insects, hunt them down and nab 'em in your net. Lug around a shovel and dig up hidden treasures—or bury a few yourself. That's only the beginning—nature offers a huge playground.



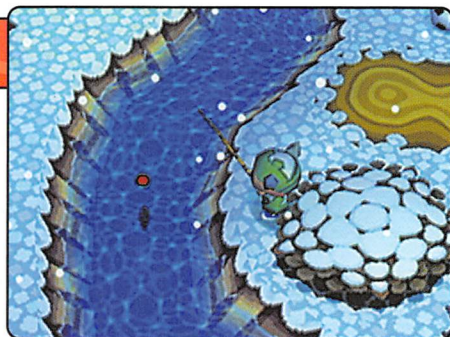
Fun in the Sun, Roll with the Snow

As the hours and seasons pass in your town, you'll find that the environment changes—so you can engage in a nearly endless variety of fun activities and capture a wide selection of curious critters. Day or night, summer or winter, you'll see that the things that are creeping around and swimming underwater change a lot. Trying to catch the entire range of insects and fish? You'll be busy all year long as the cycle of life churns out more discoveries.



Fishing for Great Finds

To enjoy the excellent fishing in your town, head to Tom Nook's store and buy a fishing rod. He may not stock it during your first few days in the village. When one's finally available, slap down the cash then head for the nearest body of water!



THE ART OF FISHING

Catching a fish requires patience. First, walk—don't run—to the water and look for a shadowy shape swimming around. If you run, you'll probably scare away the fish. Equip yourself with the fishing rod in the inventory menu, then cast your line into the water so that the bobber hits upstream and floats into the fish's path. If the fish bites, you'll see the bobber bounce one to four times. Press and hold the A Button when the bobber goes completely underwater to hook the fish and reel in your catch. If your timing's off, you'll lose the fish.

Cast Out

PRESS



Note the direction the water moves, then cast upstream from the fish.

Hook the Fish

PRESS AGAIN



Ignore the fish's nibbles on the bait. Push the A Button only when the fish takes a big bite.

Reel It In

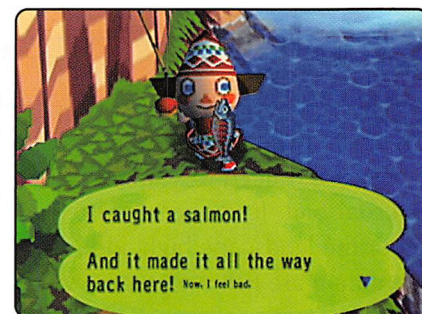
HOLD DOWN



Hold down the A Button until you reel in your catch. You can donate it to the museum, keep it in your house, sell it or release it back into the water.

TROLLING FOR PERFECT FISHING SPOTS

Forty different types of aquatic critters inhabit the town waters. Specific fish prefer specific habitats, so there's no way to catch every one unless you fish in a variety of spots. In addition, different seasons and even specific months bring certain kinds of fish, so keep at it all year long! You can find fish in six watery areas—in the ocean, along the river, at the river mouth, at the base of the waterfall, in the river-fed pond and in the separate holding ponds. (You can also find them all on pages 142 and 143.)



In the Ocean



There are a few kinds of fish that you can catch only by casting into the ocean—jellyfish, sea bass, red snappers and barred knifejaw fish. You can also find salmon in the ocean. On a rainy day, try your luck in the ocean water to see if you can hook the rare coelacanth. Sometimes you may also hook junk. If you do, take it to the dump or you'll get in trouble for polluting the landscape.

Beneath the Waterfall



You can catch many types of river fish, such as crucian carp, trout and lots of others, at the base of the waterfall. And there's one kind you can find only underneath the waterfall and only during the spring and fall seasons—the large char. It's such a rare fish that you can demand a high price for it at Tom Nook's store. To catch the large char, you'll need to have lots of patience.

Along the River



The river teems with aquatic life. Dozens and dozens of different types of fish swim through the main body of water that snakes through the town. Fish at various times and at different spots along the river to reel in all of the fish. With luck you can catch those that fetch the highest price at Tom Nook's shop—such as the arowana, large bass, stringfish and piranha.

In the Main Pond



The main pond is located in the lower half of the town, where the waterfall feeds a large body of water that eventually spills into the continuing river. It's no surprise that you can catch most of the river fish in the main pond, but there are a few fish you can hook only in the pond. Brook trout, giant catfish and giant snakeheads all call the pond their permanent home.

At the River Mouth



A rare event happens only once each year. At the beginning of September, the salmon out in the ocean head inland and swim to where the river meets the ocean. Later that month, you can find them swimming upriver. If you want to capture every single type of fish, you'll definitely want to stay alert during that time of year then grab your rod and fish around the river mouth area.

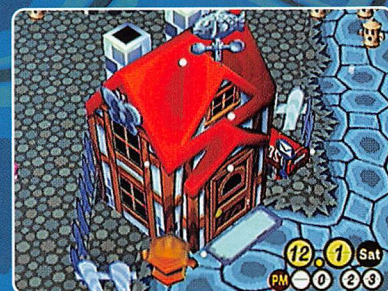
In the Holding Ponds



Several small ponds, totally unconnected to the river that runs through town, hold their own aquatic life, which you can't find swimming anywhere else in town. Crawfish creep, frogs leg it and killifish wriggle in the pond. You'll generally find them only in spring and summer, the most relaxing times of the year to kick back and cool off at a fishing hole.

Fish Your Limit

If you have the patience to go the distance and reel in every type of fish swimming in your town—all 40 of them—you'll receive two amazing prizes. First, you'll get the fish weathervane, a great trophy that will show all visitors that you've angled your way to the top. Second, the mayor will give you the Golden Rod, which makes fishing easier.



Inside the Secret World of Insects

Creepy crawlies and whirling whatnots can be found all over town. To collect all 40 insect types, you'll need to search in every season, forage in lots of spots and entice them with unusual bait. If you're interested in insect hunting, buy a net at Tom Nook's store, then scour the landscape high and low. Insects are more connected to changes in the environment than are fish, so prepare yourself for a fascinating long-term quest!



THE INS AND OUTS OF INSECT COLLECTING

First, you need to find an insect to snare with your net. You can find many by walking around and watching for them in the air or on plants. When you spot one, ready your net by pressing and holding the A Button, then approach your target very slowly. When you're within netting range, press the A Button repeatedly until you nab the critter. If your timing is off, the insect will get away. Avoid running or making other noises near insects, or they'll hear your approach and fly for freedom. If you keep your eyes peeled, you should have no problem nabbing lots of insects.

First, Stealth

PRESS AND HOLD



Don't wait until you're up close before prepping your net. Press and hold the A Button before you make your stealthy approach.

Then Swipe

PRESS



On Plants



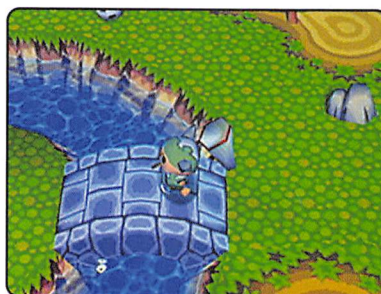
You'll discover a wide variety of insects on the surfaces of trees, bushes and flowers, some during specific months of the year. Spring and summer months tend to be best for catching many types. Some types of insect are especially watchful of their surroundings—the cicadas. You'll hear their song from a distance. Quietly approach a cicada while it's singing or it will hear you and zip away.

Near the Water



Though you can net your way to capturing many insects by simply walking all over town, you'll find one specific type of crawling critter—the pondskater—by heading over to the solitary holding ponds from June through September. You can also find the eerily beautiful firefly near water bodies in June. Stay fully attuned to aqua come the summer season!

In the Air



Some insects seem to touch down on the ground or on trees and bushes only rarely. Several varieties of butterfly and dragonfly remain in the air, wending their way from one end of town to the other. They can be difficult to catch. Observe their flight path, then stand in their way and swipe the net repeatedly when they come near. One pest, the mosquito, isn't hard to catch at all—it comes to you.

On the Ground



Some insects hop around on the ground and will lead you on a chase in a game of cat and mouse. With grasshoppers and crickets, run after them and attempt to steer them into a corner—such as those found against cliffs and at the edges of town—to get them within easy range of your net. You'll usually find grasshoppers and crickets in the fall season, so get your running shoes ready for a good chase.

BELIEVE IT OR NOT

Some odd bugs require prodding and luring. Whack a rock with an axe or shovel—you may scare out a pill bug. Listen for a song that seems to come from the earth, then dig to dredge up a mole cricket. Place candy or spoiled turnips on the ground to attract ants and cockroaches. Shake a tree. You might stir a spider or bagworm. Or you might shake out a swarm of bees instead. Just net 'em quickly—or else you'll get stung badly!

Under Rocks



Inside Trees



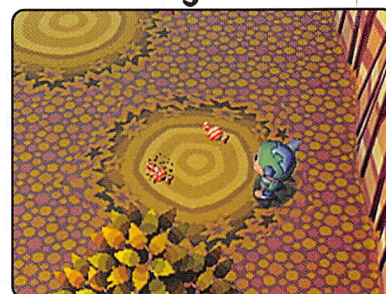
Bees in the Trees



Under Ground



Using Lures



Scale Your Way Up

If you manage to collect all 40 kinds of insect, you'll receive two brilliant prizes. First, the mark of a butterfly will appear on your house wall to signify that you had the stamina and smarts to find every bug. Second, the mayor will bestow upon you the amazing Golden Net, which makes catching more insects easier. After all, there's still a tidy profit in the bug trade to be made!



BUGGED BY REPEAT CATCHES?

You may catch lots of bugs and fish that you already own. Though you can release them back into the wild, you have other options as well. You can display your natural finds in your home. Or you can also lug all of your bugs and fish to Tom Nook's store and sell them—the rarer, the higher the price! You can take them to the museum and donate them to Blathers, the museum owl. Then you can return to the museum and see a wondrous exhibition of insects and fish on display. It's quite impressive to see all 80 creatures buzzing and swimming around their galleries.

Into the Wild



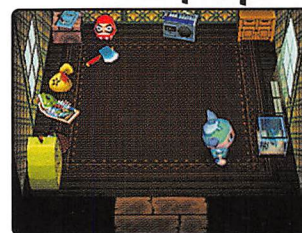
To release a fish or bug back into nature, highlight it in your inventory menu then choose the release option. You'll need to be facing water to let a fish go, however.

For Good Money



Highlight your bugs and fish to sell the little things to Tom Nook, the shopkeeper. The rarest critters can fetch prices of up to 15,000 Bells. What a profit!

On Display



When you drop a bug or fish in your house, it's conveniently displayed inside a cage or tank. Some critters can be fascinating to watch.

To the Museum



After you donate bugs and fish to the museum, you can stroll the galleries to see your catches. You'll even see your name displayed next to each one.



Digging toward Riches

There's gold in them thar hills! Or at least something just as good—if you stay on the lookout, you might find a wealth of Bells, a multitude of Gyroids, lots of fossils and even more surprises. Buy a shovel from Tom Nook early in the game and carry it with you all the time. One of the quickest ways to scrape together a small fortune in your first few weeks is to mine the earth for its riches.



THE FULL SCOOP ON BURIED STUFF

There are two marks that signify spots where things are buried. Under star marks notched into the earth, you will find either a fossil or a Gyroid. Under shining spots, you'll find buried bags of Bells. When equipped with the shovel, face a special spot and dig through the mark to discover your prize. Search the entire surface of your town frequently for telltale marks. There are plenty of new prizes to be found!

Star Marks



Shining Spots



Dig up Gyroids



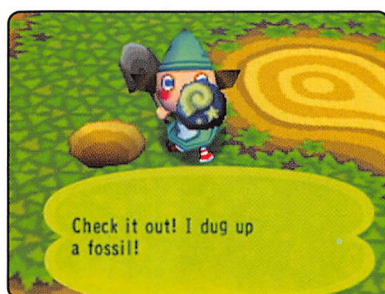
Gyroids come in many shapes and sizes—and each does something different when you place it in your house. Find them buried under star marks. Tom Nook pays top Bell for Gyroids, but he doesn't sell them.

Haul up Bells



Break through the shining spots with your shovel to uncover a big bag of Bells. It's almost always a whopping 1,000 Bells. But if you're extremely lucky, you might dig up a massive moneybag of 30,000 Bells.

Find Fossils



Where the star marks the spot, you can find a buried fossil. It's a crusty clump to begin with, so you must send the fossil to the specialists at the main Farway Museum—not your local branch—who will clean it up, identify what kind of fossil it is, then send it back to you. Once you've received it, you can display the fossil in your home, donate it to the local museum or sell it to Tom Nook.

Two Shining Opportunities

Consider burying one of two things in a shining spot after you've dug up its Bell bag. If you bury a new Bell bag there, a money tree may grow on the spot. If you bury a shovel, a Golden Shovel tree may appear. Dig anywhere with a Golden Shovel—you might find money!



Ensure That the Landscape Is Healthy

Plant a variety of trees and flowers because more than just nice landscaping is at stake. The wishing well watches over the state of the landscape. Check with it every day to see if your town's greenery is good enough. If your landscape is great, villagers will be more likely to move to your town. If your greenery stays great for 15 days, the next player to visit the well will be met by Farley, the well spirit. He'll handover the incredible Golden Axe, which never breaks.

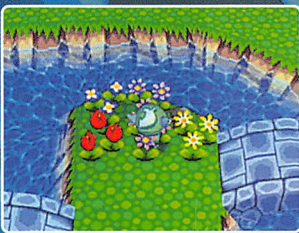


WEED OUT THE BAD, PLANT ONLY THE GOOD

Every day, more weeds will grow in your town. If you let the weeds grow unchecked, you'll soon have a town fully infested with the icky plants. Pull them up by facing the weed and pressing the B Button. Wherever you find a wide clearing where there aren't trees, plant a new sapling. And plant flowers everywhere—even if you're not into gardens, some insects sure are!



Fielding Gardening Questions



When mapping out your grand plan for your massive garden, keep in mind that the town is divided into acres. Never plant more than 33 trees in any acre, or else you'll run into growing difficulties. Ensure that every acre is filled with lots of trees and flowers—and keep those infernal weeds from spreading!



You'll know immediately if you've successfully put your plant into the ground because the flower or sapling will spring up immediately. Flowers will live forever, even through the winter. They can be trampled out of existence, however. A sapling will grow into a mature tree in four days—unless you already have 33 trees in the acre or plant it too close to another tree. Also, evergreen saplings will grow only on the upper half of the town. To plant fruit orchards, you'll need to acquire a piece of fruit then bury the whole thing. A fruit tree sapling will sprout instantly. When the fruit tree is mature, it will produce a new batch of fruit three days after its old fruit has been picked.

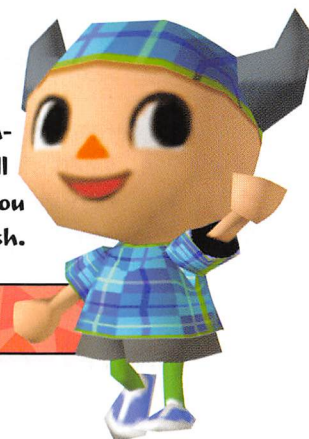
AXE YOUR WAY TOWARD BALANCE

When you think that trees are too close to each other and are preventing a whole acre from growing in balance, equip your axe and cut down a few trees. Face a tree and press the A Button repeatedly until the tree falls. Though the tree will vanish in moments, the stump will remain. Use your shovel to unearth the stump and clear the spot entirely. You may have a better chance of raising a new tree in a hole that has had its stump removed.



Get Rich Quick!

You can focus on collecting cool stuff—instead of paying off Tom Nook's loan—for only so long. Eventually, you'll need to earn enough Bells to pay him back because once you pay off the loan, Tom will offer to expand your house. In time, you can even add a basement and a second floor! So, unless you want to keep your expanding collection of cool items on the lawn, you'll want to rake up lots of cash.



Bringing in the Bells

1 SELL YOUR STUFF & SEARCH FOR NATURE'S BOUNTY

You can sell almost everything you find in Animal Crossing. During your travels, you'll certainly come upon items that you're not interested in showing off in your house. Perhaps a piece of ultrapink furniture clashes with your futuristic wallpaper. Maybe an article of clothing you found at the dump doesn't go with your fashion sense. Or perhaps you just don't like umbrellas in general. Gather up all your unwanted items on a regular basis and haul them all to Tom Nook's store. He'll pay lots of Bells for just about anything. If you don't have any stuff you want to sell, forage in the wild for sellable items like fruit, seashells, fossils and Gyroids.



One kind of fruit will grow in your town at the start of the game. Each piece will fetch 100 Bells at Tom's store. Other kinds of fruit, however, will sell for 500 Bells!



At the beginning of your travels, you may not yet have any tools. Head for the ocean shore and collect shells. Tom will pay lots of cash for certain types.



Gyroids and fossils will bring in big Bell totals at Tom's store. You can't buy them back from his catalog, however, so make sure that you want to part with them.

2 SHAKE THE TREES

Many trees in your town bear bags of 100 Bells. Two contain items. Shake a tree's trunk to see if anything falls out. If you're extremely lucky, a bag of 10,000 Bells may fall from the tree!



4 ROCKY JACKPOT

Some rocks hide bags of money. If you hit one with an axe or shovel, it may cough out a bag. If you smack the rock again and again (and are lucky), you'll whack out even more Bell bags!



3 BURIED BAGS OF BELLS

Watch for the shining spots, where bags of money are buried. When you dig one up, plant another bag in its place. You might help sprout a money tree that you can later return to and shake down for lots more bags of loot.



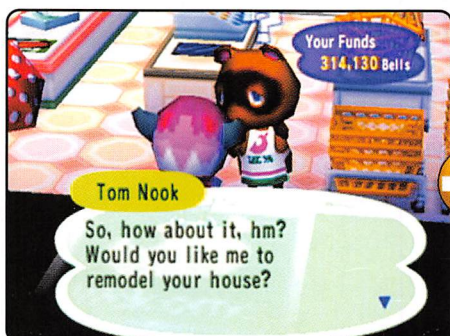
5 VALUABLES BY AIRMAIL

If you see a balloon float by with a present attached, follow it through the town until the present becomes lodged in a tree. Shake the tree trunk until the present falls to the earth. Though it might be a cool thing you'll want to keep in your house, it could also be something that will fetch a massive amount of Bells at Tom's store. Keep your eye on the sky.



Upgrading Your Personal Space

Your small house is fine at the start of your new life in Animal Crossing, but you'll soon be chomping at the bit for more space. Once you pay off your house loan, Tom will ask you if you want to expand your pad. You can enlarge your house only so much, but you'll have lots more floor space, a basement and a second floor before you're fully finished with your expansion plans. You'll have much more space for your stuff!



When you've paid off your loan, approach Tom and ask him for a house expansion.



The next day you play, Tom will have your house expansion completed. You'll be amazed at how much more space you'll suddenly have!

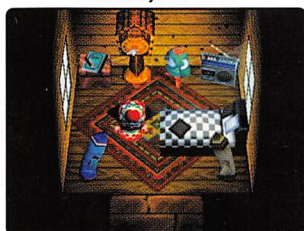


THE PATH TO A MASSIVE PAD

Tom Nook has big plans for your personal palace. After you expand your first floor once, he'll offer you a choice—expand your first floor again or add a basement? Then the next time you expand, he'll offer the remaining option. And finally, you'll get to add a second floor!

House

Loan: 19,800 Bells



Your initial floor space is enough for a handful of essential furniture. You'll want to pay off your first loan fast if you have grander decorating ambitions.

1st Expansion

Loan: 148,000 Bells



After the first expansion, you'll have the space you'll need to collect whole sets and series of furniture. And you'll have enough space to move things around.

2nd Expansion

Loan: 398,000 Bells



Basement

Loan: 49,800 Bells



Select the basement upgrade first if you want a whole new floor for your growing collection. Or opt for the floor expansion to impress your friends!

Second Floor

Loan: 798,000 Bells



After you've paid off both the basement and a second expansion to your first floor, Tom will offer you a second floor. It's a big loan, but the payoff is worth it.

Happy Room Designing

First and foremost, your house belongs to you—everything you put in it reflects your unique personality. Where you place furniture, which styles you like, what carpeting and wallpaper you use—all of those choices are yours to make. Let your interior design imagination go wild! Be



aware, however, there's a group of people—the Happy Room Academy—who's watching what you do with your house. And there's also a mystic system of furniture placement that affects your luck in the game.

It's your house so you can choose to ignore the HRA entirely. Long live personal style!

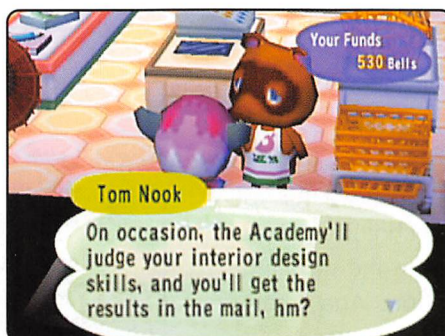


The Happy Room Academy: Style by the Book

After you complete your jobs for Tom Nook at the beginning of the game, he'll ask you to let your house be judged by the Happy Room Academy. It's a group that evaluates the interior design of houses by very specific standards. If you change your interior design, you'll receive a scoring letter from the HRA on the next day. There are two prize levels, but you'll need to earn an amazing number of points to nab each of them.

Prizes for HRA Points

70,000 Points	House Model
100,000 Points	Manor Model



Tom Nook will ask you to participate in the Happy Room Academy trials. Of course, he means you'll need to visit his store and buy things the HRA likes.

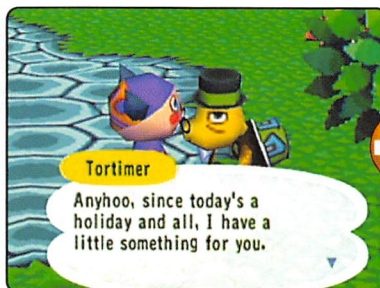


The next day after you've changed your home's interior, you'll receive an updated evaluation from the Happy Room Academy, often with advice.

Scoring High with the HRA

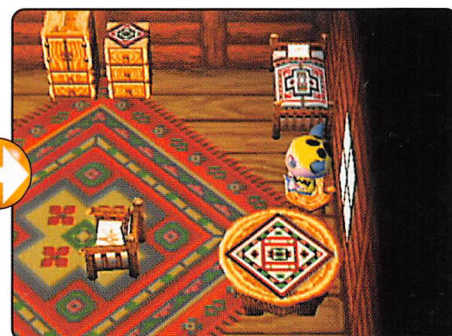
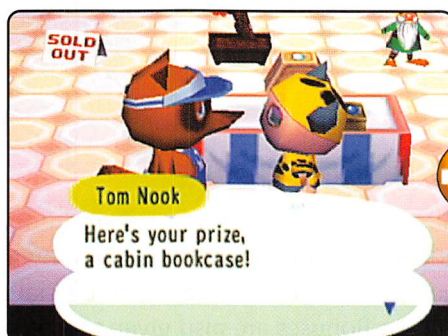
● RARE STUFF COMES FIRST

Some furniture and objects are much more difficult to come by than others. Generally, however, if you bought an item at Tom Nook's store, it will score fairly low. But if you received it as a prize from a special event, the object will prove to the HRA that you're serious about interior design.



COMPLETE A THEME OR SERIES

A theme is a large group of fun, related pieces, like the Space Theme, which includes a rotating asteroid. A series is a large group of functional furniture, like the Modern Series, which applies a black-and-white design to a standard bedroom set. If you assemble an entire series, or a partial or whole theme, you'll receive an HRA bonus. Also, if you assemble all of the "necessities of life"—a bed, a table, a chair, a wardrobe and a dresser/bureau—you'll receive a bonus. Though you'll sacrifice your series-completion bonus, you can mix series and still get a smaller necessities bonus. Use the first floor when presenting a theme or series to the HRA, never the basement or second floor.



DON'T MIX THEMES OR SERIES ON THE FIRST FLOOR

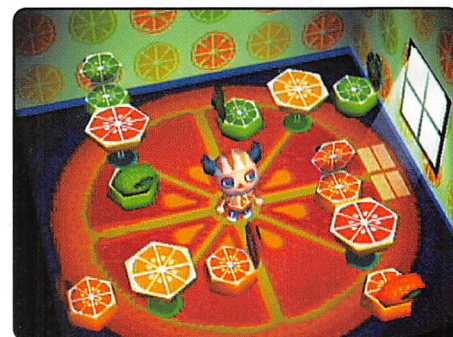


When presenting a theme or series on your first floor, don't include furniture or items from any other theme or series or the HRA will deduct 4,000 for each offending object!



FINISH A FURNITURE SET

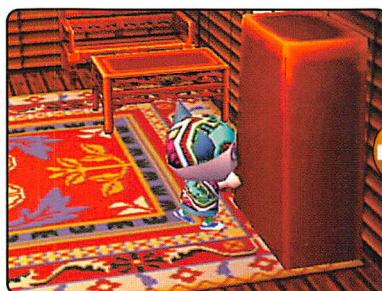
A furniture set has two to four pieces with a similar look, such as the Citrus Set, which includes the Grapefruit Table, Lemon Table, Lime Chair and Orange Chair. The furniture set bonus is determined by multiplying the number of set pieces by 3,000. Use the second floor when presenting a furniture set to the HRA, never the first floor or basement. And, finally, don't mix two sets when attempting to get the set bonus.



If you complete a full furniture set, the HRA will go crazy for what you've done to your place!

FACE FORWARD WITH FUNCTIONAL FURNITURE

When placing functional items, like dressers and chairs, ensure that the furniture faces out from the wall. Otherwise, you won't be able to use it and the HRA will subtract 800 points for each object that's improperly placed. Hard luck for the more creative interior designers out there, but if you're trying to please the HRA, you have to go all the way!



THE TIDY DESIGNER WON'T GET DINGED

You'll get one point subtracted for each and every item you leave scattered around your house. For instance, don't leave clothes and paper on the floor—use dressers and tabletops.



THE ABSOLUTELY OFFICIAL HRA SCORING SYSTEM

You'll want to keep the Happy Room Academy's ultrasecret point system in mind when placing objects on your first and second floors. (Your basement isn't scored by the HRA.) Consult the system detailed below for bonuses related to completing an official grouping or pairing of furniture, wallpaper and carpeting. Bonuses are also given for special single items—so experiment with single item placement for best results. You won't achieve HRA excellence overnight, but imagine what a stunning home you'll have when you're tops with the HRA!



Basic Bonus Points for the Furniture Sets, Series and Themes

Completed Furniture Series	48,000
Wallpaper and Carpet of Same Series	10,000
Wallpaper or Carpet of Same Series	4,800
Complete Necessities of Life (from Same Series)	16,000
Complete Necessities of Life (from Different Series)	4,400
Theme Furniture	(# of pieces x 7,000) + 15,000
Wallpaper and Carpet of Same Theme	10,000
Completed Furniture Set	(# of pieces x 3,000)



Double-Duty Interior Design

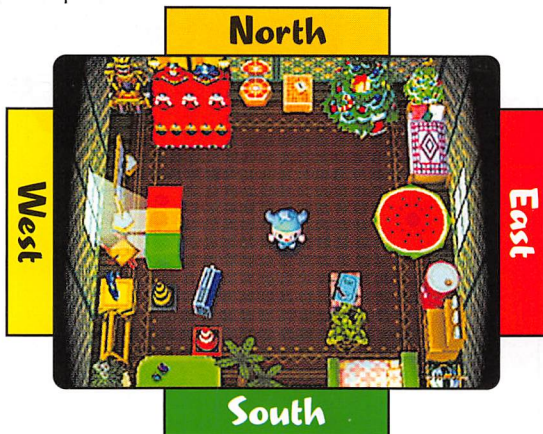
While you're tinkering with the fung shui of your home, consider collecting a series of theme that has many fung shui items of the same color. The combination will bring you good luck and better scores from the HRA. Themes and series with the one-two combo include the Green Series, Jingle Series, Spooky Series and Construction Theme. Flip to the Complete Catalog section to check each series' and theme's fung shui.



Feng Shui: What's Inside Affects the Outside

A FURNITURE FORCE THAT RHYMES WITH "FLUNG CLAY"

Feng shui is a mystical approach to interior design—in real life, not just in the world of Animal Crossing. It's a complex system of arranging stuff so that life's energies flow nicely. Fortunately, the feng shui system in Animal Crossing is far easier to figure out. Mastering it will grant you greater luck in finding money and items as you travel through your town. Place objects of certain colors—orange, red, green and yellow—in specific parts of the room. Not all items have influence. Consult the Item Catalog to see which items fit the feng shui profile.



Benefit of Color Placement

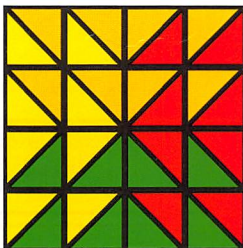
North	Good Luck in Money and Items
East	Good Luck in Items
South	Good Luck in Money and Items
West	Good Luck in Money and Items



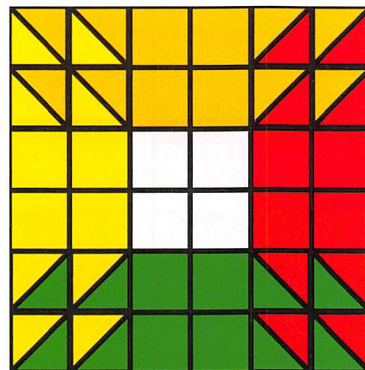
One "Block" of the Room
(See catalog for object sizes.)

FENG SHUI BY FLOOR SPACE

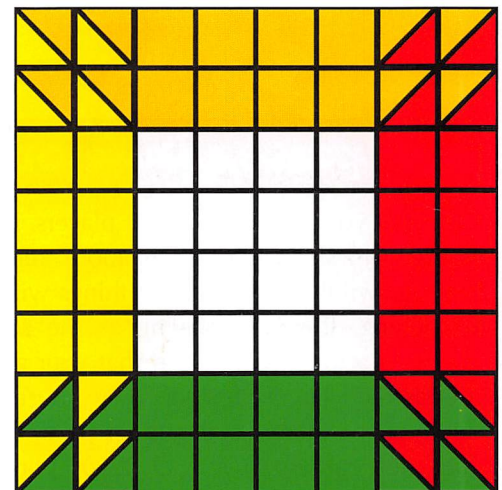
Initial Space



After First Expansion



After Second Expansion



Feng Shui Shortcut

Some objects, just by being placed in your home, grant you good luck in finding money and items. You don't need to concern yourself with their color or placement.

G LOGO	TANABATA PALM	MARIO TROPHY	TISSUE
BIG FESTIVE TREE	HOUSE MODEL	SAMURAI SUIT	ANGLER TROPHY
FESTIVE TREE	MANOR MODEL	MAILBOX	AUTUMN MEDAL
HINANINGYO	TREASURE CHEST	PIGGY BANK	FISHING TROPHY
LUIGI TROPHY	DRACAENA	POST MODEL	SPRING MEDAL

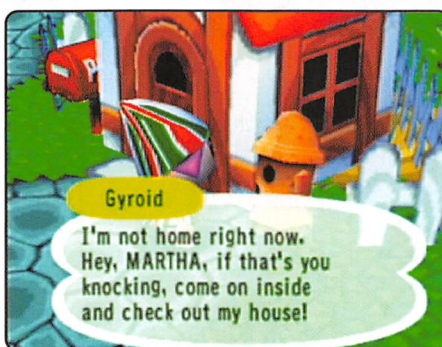
Multiplayer: A Growing World

If spending time with your animal friends doesn't make for a large enough life, Animal Crossing provides two amazing multiplayer experiences as well. First, you can invite up to three other players to live in your town. Second, you can travel to a town that another player has stored on a separate Memory Card. The more players and towns you involve in your Animal Crossing world, the bigger and more surprising your game becomes!



One Town, Up to Four Players

The first player to start a new town on a Memory Card has first dibs on choosing one of the four vacant houses in town. Then, using the same Memory Card, up to three other players can move into the other houses in the same town. Only one player can run around town at a time, so you'll need to share the Memory Card and game play time with friends. Though you'll never actually bump into the other players, you'll see a steady flow of fun, unpredictable changes from others' game play.



You'll never actually meet other players, but you can enter their houses and see what kind of progress they're making!

Surprises in Store for a Multiplayer Village

Opening your town to other players makes Animal Crossing that much more realistic, because wildly unpredictable things will start happening. If you're playing as the solitary player in a town, you'll find that your animal friends tend largely to their own houses and don't often influence the town as a whole. That's left entirely to you. Or if you play with multiple residents, all of you can affect the town. Cooperate or compete—that's each player's personal choice. The town will never be the same, that's for certain. The animals will buzz about every one of you, and they may even show you letters other players have written. In addition, a group of players can invent games—just like in real life—and play them across town.



Your animal friends will get to know the other players who live in your town. They'll often refer to them and pass on thoughts about other players.



All the players who live in the same town can also send each other letters. You can hear plenty from them without actually meeting them.

Your Front-Door Gyroid: When You're Not There . . .

Your personal Gyroid assistant, which is installed next to your house door, stands in for you when you're not playing. You can program it to say a greeting message to other players who come knocking. You can also store several items in the Gyroid that others can see and take—either for free or by paying your Gyroid a price that you determine in advance. A fun way to interact with other resident players is to enter their houses, see what they're collecting, find a rare piece that they're missing—then offer it via your Gyroid for a totally outrageous price. You might just make a fortune!



If you have four items that you'd like to give away or sell to other players, store them in your personal Gyroid. It will take care of any transactions.



When other players later come to visit your house, they'll probably check in with your Gyroid to see what cool stuff they can take or purchase.

Some Ideas for Made-Up Multiplayer Games

TREASURE HUNTING CHALLENGE

X marks the spot, but where's the X? One player can bury a cool item somewhere in town while a second resident isn't watching. After the first player finishes one session, the second player can start a new session and hunt throughout the town for the telltale mark. A variation: Find the buried treasure within a set time limit. A second variation: The first player buries the treasure then sends a letter to the second player with clues about the treasure's location.



The first player runs around town seeking the perfect treasure burial spot—either in a hard-to-reach area or one with nearby landmarks for a clue letter.



The second player searches high and low for the buried treasure. Whether to keep it or not once it's found depends on the rules of the treasure hunt!

INSECT- OR FISH-FINDING COMPETITION

With so many bugs and fish to catch in the town, you and other players can easily come up with your own games that require you to catch many or all of them. Perhaps the first player to land all the fish wins. Maybe the first player to catch the most varieties of bugs within one week wins. Another variation: Be the first to catch enough insects to make a full row in your insect inventory screen. So many critters, so little time—make a game of it!



Whether you're pulling up fish or netting bugs, there are many varieties of both groups to find. It's just a matter of time.



You could even set a one-hour time limit for catching insects, then see which player attains the highest Bell total of critters in his or her stash.

Multiple Towns, Multiple Players

If a friend lends you a Memory Card that contains his or her own Animal Crossing town, you can plug it into Memory Card slot B then travel to the town by train. Because only one person plays at a time, you'll never meet the player's character—or any of the other players—but you'll see how their lives affect the town. Even better, your life will have a massive impact on their town. And the more towns you visit, the more your world expands, bringing a whole planet of experiences to your Animal Crossing game play!



With your town in Memory Card slot A and a second in Memory Card slot B, you can chat with the train station monkey, who'll send you on your way. Later, you'll take the train back to your own town.

Stranger on the Train

Sometimes when you're riding the train to other towns, you'll meet Rover, the animal who greeted you on your very first train ride, which went to your town. On rare occasions, you may meet Blanca, a blank-faced cat with no facial features except for ears. Blanca will ask you to design a face for her using the paint program. How many strangers on a train ask you to do that!



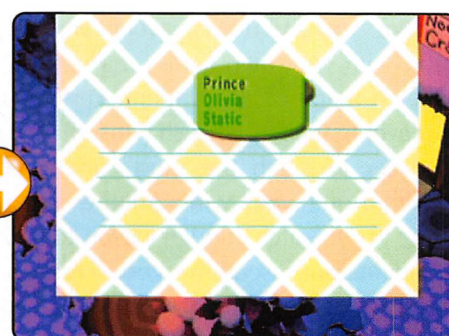
The Many Advantages to Town-Hopping

EXPAND YOUR CIRCLE OF FRIENDS

You'll meet quite a few animals in your own town. But there are so many more to meet that you'll want to visit as many other towns as possible. After you introduce yourself to animals in other towns, they'll be glad to have met you. They'll talk about you to the friend who lent you the town. They may even decide to move to your burg! While you're in another town, you can send letters to animals through their local post office.



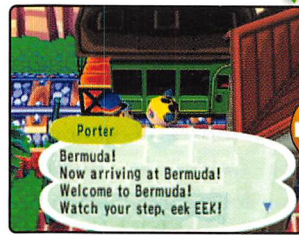
Animals who live in a new town won't know you automatically just because you arrive at the train station—you need to chew the fat with them.



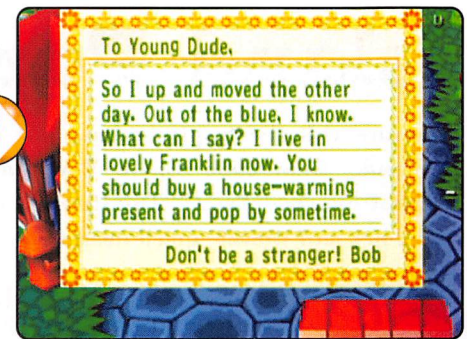
Once you've done a meet-and-greet with an animal, you can send that specific citizen a letter—but only from his or her own local post office, not yours.

BUMP INTO OLD FRIENDS

While you travel between various towns, your hometown folks may up and move to other destinations. If you return to those towns, you can visit your old friends and do some catching up. Sometimes, animals in your own town will ask you to deliver stuff to—or retrieve items from—friends who've moved to other towns. You'll be circumnavigating the Animal Crossing globe quite often!

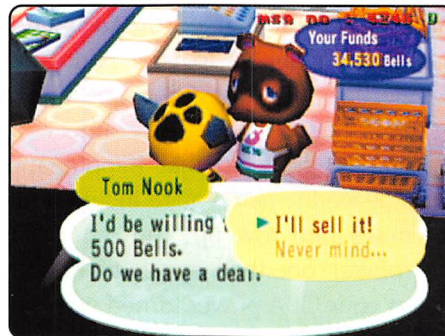


After you've traveled to other towns, don't be surprised if one of your fellow citizens follows your lead.



TURN FRUIT INTO FORTUNE

Tom Nook will pay only 100 Bells for the type of fruit that grows in your town at the start of the game. He'll pay 500 Bells for any other kind of fruit. Also, if you acquire foreign fruit then plant it in the ground in your town with a shovel, you can grow a fruit tree from the seed and make more money. But how do you get different kinds of fruit? Travelling to other towns is the quickest way. Every town has a type of native fruit. Chances are that you'll find several new types!



Tom Nook's always on the lookout for something new. If you bring him fruit that isn't native to your town, he'll offer much more money—500 Bells.



If you nab foreign fruit, don't cash in on it so quickly. Use it to grow a tree. With the resulting fruits grow even more trees, so think long-term wealth.

STUFF'S NOT SO RARE OVER THERE

Items and furniture that might be very hard to find at Tom's store in your own town might be easier to find in one of Tom's stores in another town. In addition, Nook's shops are often bigger in other towns, so there could be much more to purchase than in your own town. With the exception of fruit, however, no matter where you buy and sell stuff, you'll always get the same fair price.



Tom has spread across the whole Animal Crossing world. Another town's store might be a different size, but it will always be a helpful presence.



There's a good chance that the town you visit will have a store that carries very different items than Tom's store back in your own town.

Some Ideas for Made-Up Multiple-Village Games

Just as with multiple players living in the same town, players living in multiple towns can make up their own games to play among themselves. Consider changing the single-village ideas (on page 55) to apply to players living in multiple villages. Also, compete against other players or cooperate to develop each other's town—with so many things to do in Animal Crossing, there's lots of room for inventing new challenges.



One idea: Start a fashion revolution in another town by displaying your own designs at the tailor. On your next visit, you might see your designs everywhere.



Or organize a town-building contest with an agreed-upon goal. For example, be the first to reach 15 citizens or the first to fill the museum.

Island Paradise

You can visit the tropical island just off the shores of your village with a Game Boy Advance and Nintendo GameCube Game Boy Advance Cable. An island animal awaits you, along with an eternal summer climate. The flowers and sun-loving creatures are in abundance. Don't forget your fishing pole, net and shovel—you'll need them to enjoy Animal Island on your Game Boy Advance.

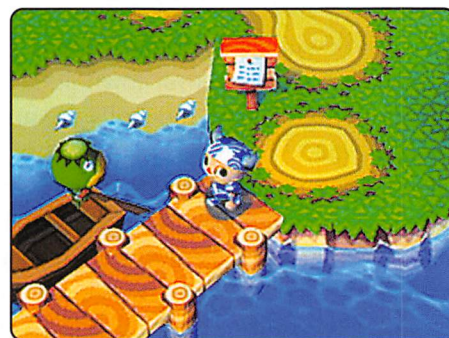


Prepare for Your Island Vacation

Connect like this



You'll need to grab your Game Boy Advance and Nintendo GameCube Game Boy Advance Cable to visit the island. Connect to your Nintendo GameCube while the power is still on, as shown in the illustration to the left. When you connect, be sure to be far from the dock so that Kapp'n appears—if you're not, leave the acre you're in and return to the dock to make him row up. Turn your Game Boy Advance power on, then speak to Kapp'n at the dock. Keep your GBA power turned on until you get off the boat.



Once you have your Game Boy Advance connected to your Nintendo GameCube, look for Kapp'n to appear at the village pier.

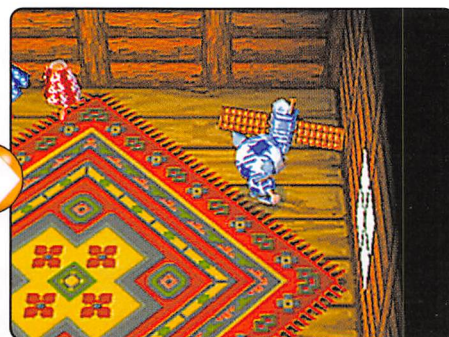
What You Can Do on the Island

COMMUNAL LIVING

The vacant bungalow located on the island is available for you and up to three of your friends to enjoy as a vacation spot. Your friends who live in the village with you can visit the island, and each can add his or her special touch to the house. It's a fun group effort! You may even take one of the four stylish aloha shirts that come with the house. The interior is very spacious, so everyone can enjoy placing items inside.



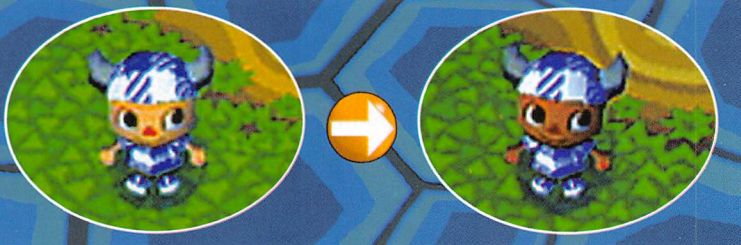
The vacant house on the island is a community vacation home. You and three of your friends can collaborate and decorate the house together.



In contrast to other houses in the game, you and your friends can place and move each other's items in the community house.

Tropical Tan

The tropical sun that warms the island never seems to dim. You'll get a golden tan if you walk around the island for long enough without a parasol to shade yourself. None of the animals in the village will treat you any differently if you have a tan—in fact, they won't even notice it.



FAR-OUT FRIEND

You will find one animal living in a house on the island. You cannot write to or help the islander, but you can talk to him or her. Form a friendship with the island animal by chatting with the critter and bringing him or her items. The islander may sometimes find rare items on the Game Boy Advance island by using a net, fishing pole or shovel. The islander may give you the items when you return on the Nintendo GameCube.



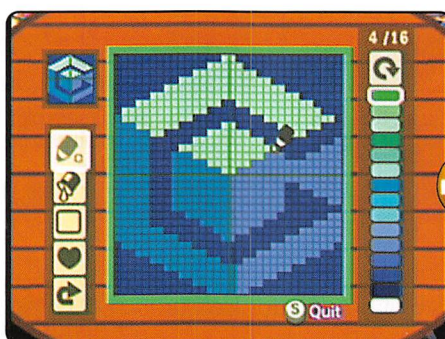
Living on an island can be tough. It's hard to keep up with the latest fashions and furniture. Try to bring your new friend what he or she requests.



If your island friend finds an item on the GBA version of the island, return to him or her on the Nintendo GameCube. You may receive the item.

DESIGN THE ISLAND FLAG

There is a white flag beside the dock on the island. You can create your own unique flag design at the tailor's shop—the same way you design new patterns for clothing. Seeing your own design flying high on the flagpole of the island is a rewarding sight and will make your island feel more like home. Have a flag designing contest with your friends and see who can come up with the best island flag!



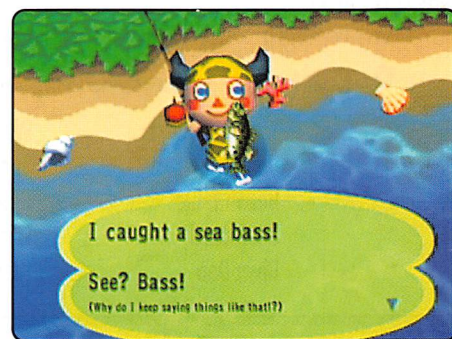
Design your very own island flag at the tailor's shop. Create a flag design the same way you would design a new clothing pattern.



Claim the island as yours alone or fly a flag that represents your entire group of friends. You can change the flag design whenever you like.

ETERNAL SUMMER

It's always summertime on the island, even when it's the dead of winter everywhere else. Call on Kapp'n and sail away to the island for some top-notch fishing and bug hunting. You can find the fish and insects that would normally be flourishing in your village during only the summer months on the island all year round.



RARE ISLAND TREASURES

There are items that you can find only on the Game Boy Advance version of the island, called Animal Island. While still on the Nintendo GameCube version of the island, drop a net, a shovel and a fishing pole on the ground, then speak to Kapp'n to activate the Game Boy Advance island. The islander can fish up lost treasure chests, catch floating treasure in the net and dig up items.



Enjoy Animal Island

There are rare treasures and an abundance of Bells for you to find on Animal Island. Some of the items are so rare that you cannot find them anywhere else. You will need to access Animal Island through your Game Boy Advance and urge the islander to hunt for treasure.

BASIC ISLANDER CONTROLS

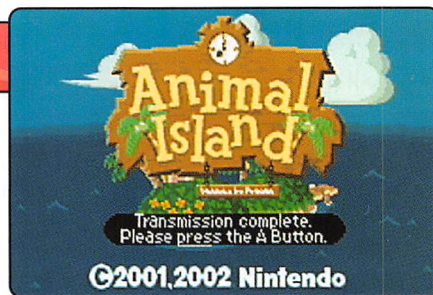
The islander will use one of three tools: the fishing pole, the net or the shovel. Leave the tools on the island while you are still on the Nintendo GameCube version. Pick up the tool you want the islander to use, then drop it near him or her. After the islander picks up the tool, lead the animal with the hand cursor. When the islander calls for help, pick up and move the critter with the cursor—he or she may drop a gift.



To make the islander use a tool, pick it up with the hand cursor and drop it near him or her.



With the hand cursor, point to where you want the islander to go, then press the A Button.



When the islander calls out for help, use the hand cursor to pick him or her up and whisk your pal away to safety.

TOOL TUTORIAL

Each of the three tools provides a unique way of hunting for treasure. See the pictures to the right for details. Once your islander has found treasure on the Game Boy Advance, he or she may be reluctant to let you have it. If you coax the islander with some fruit, your pal will eventually drop the treasure for you. To collect your treasure, speak to Kapp'n on your Nintendo GameCube then return to the island. Treasure will be right where the islander dropped it.

Rare Items Found Only on Animal Island

Treasure Chest
Beach Chair
Beach Table
Surfboard
Diver Dan

Wave Breaker
Snowcone Machine
Ukulele
Life Ring
Wario's Woods

Shovel



Take items with you when you visit the island on your GCN. Bury your items around the island.



With the shovel equipped, guide the islander to the buried items.

Fishing Pole



Equip the islander with the fishing pole, then lead him or her to the shore. When the islander throws out the line, the angler may pull up treasure or a fish. Give the islander fruit to make him or her drop the treasure.

Net



Floating treasure will sometimes drift across the island. You have to be quick to catch it. Equip the islander with the net and guide him or her after a balloon that is carrying treasure to nab it.

Exchange Islands

If you and a friend both have Animal Crossing, you can connect your Game Boy Advance with your friend's Game Boy Advance and trade your Animal Islands. You must use a Nintendo GameCube Game Boy Advance Cable to link up the systems; and both systems must have the Animal Island accessed. You'll also swap islanders.



Island Natives

You will find one of 18 animal characters, whom you won't find anywhere else in the game, living in peaceful solitude on the island. Islanders will remain on the island contently. Although you cannot help the animals, you can become friends with them by visiting the island often and talking with them, giving them items they want and bringing them items they request. Your island native is your key to playing Animal Island on your Game Boy Advance. The islanders each have their own quirky personalities and interests.



Flash



June



Plucky



Maele



Elina



Drift



Yodel



Annalise



Faith



Bud



Flossie



Boomer



O'Hare



Rowan



Dobie



Bliss



Pigleg



Ankha

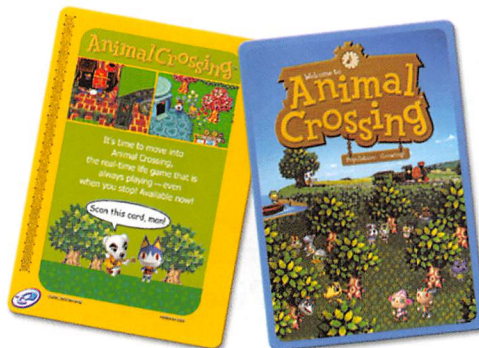
Animal Crossing-e Cards

Make a deeper connection with your town by collecting the Animal Crossing-e cards. The cards show ultracool images of your favorite friends, and certain ones contain a world of fun information about them. Collect them just for fun, or use the passwords and encoded game data on the cards with an e-Reader to change your game!



Collect Every Fantastic Card . . .

If you want to know more about the wild characters who roam your town, check out the Animal Crossing-e cards. In addition to the fun style of the cards and the fabulous character information they provide, many Animal Crossing-e cards also have a password printed on them. If you go to Tom Nook's shop and tell him the password, you may win something special!



If you have a password on one of your Animal Crossing-e cards, type it in at Tom's shop for an unexpected result.

. . . And Connect with the e-Reader!

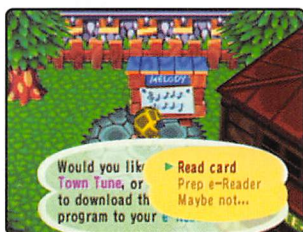
In addition, you'll find that Animal Crossing-e cards also have digital code printed on their edges. With Nintendo's e-Reader, you can scan the data. Some cards hold scannable data that create minigames on your Game Boy Advance. Other cards contain game data that you can send to your GCN—if you have a Game Boy Advance and the Nintendo GameCube Game Boy Advance Cable, which you can use to connect the e-Reader to your GCN. Once you make the connection, you can send data to your Animal Crossing game in several cool, new ways.



When you're at the post office, you can use some e-Reader cards to get letters and gifts from the character depicted on the card.



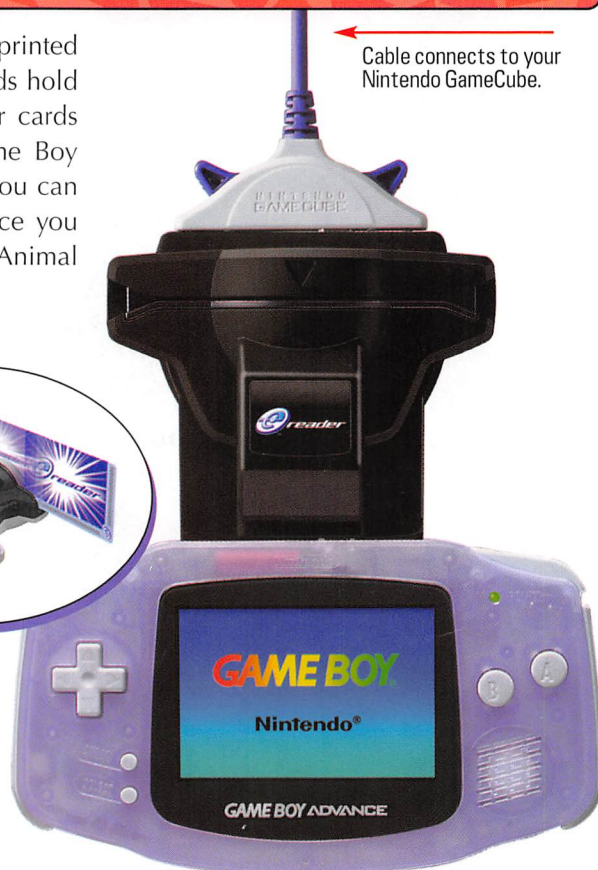
Some cards contain new designs that have never been seen in your town. The tailor will help you access a new design on a card.



Some cards hold a Town Melody. If you have one, head to the Town Melody Board, then scan your card to hear the new tune.



Scan your card through the e-Reader.



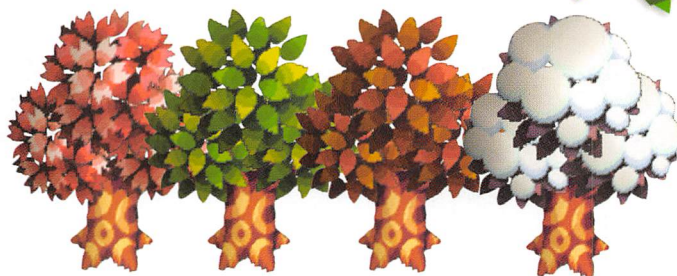
Cable connects to your Nintendo GameCube.

Schedule of Events



Calendar Events

Towns across the whole Animal Crossing world are constantly buzzing with activity—with you often in the thick of it. Though every day in Animal Crossing is lots of fun, you'll want to pay special attention to holidays and major calendar events to experience some truly exceptional happenings.



January

Schedule

1st

New Year's Day

NEW YEAR'S DAY

Kick off another great year with Animal Crossing by visiting the wishing well on January 1st. From 6 a.m. to 11 p.m., Tortimer will be at the well, offering a few sage thoughts. He'll also give you a new diary so that you can record another 365 days of your personal experiences.



February

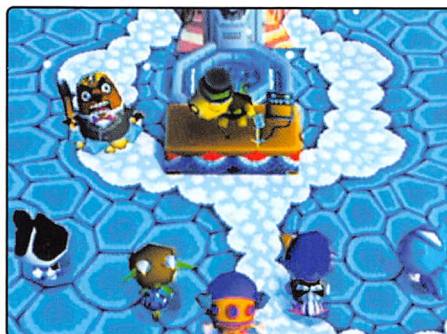
Schedule

2nd

Groundhog Day

GROUNDHOG DAY

While snow is still covering the ground, your animal friends converge on the wishing well to see how much longer winter will last. If the local groundhog emerges from hibernating and immediately turns tail, returning to hibernation, winter will continue for weeks—at least in legend. What the real surprise is, however, isn't whether winter will stretch longer but who will emerge from the ground, since there is no local groundhog. Everyone will show up at 7 a.m. for the big event, which will start at 9 a.m. Immediately afterward, talk to Tortimer, who will offer you a gift to commemorate the big day.



Event Gift
FLOWER MODEL

March

Schedule

20th or 21st

Spring Sports Fair

Time Table

9 a.m. - Gymnastics

1 p.m. - Ball Game

11 a.m. - Foot Race

3 p.m. - Tug-of-war

SPRING SPORTS FAIR

Officer Copper helps the town spring into action in mid-March with a day of vigorous activities and fun events. Show up to see each spectacle. Then, sometime during one of the events, track down the mayor, who will reward you for your interest in the Spring Sports Fair.



Event Gift
SPRING MEDAL

April

Schedule

1st

April Fools' Day

5th to 7th

Cherry Blossom Festival

22nd

Nature Day

APRIL FOOLS' DAY

Foolishness abounds in your town on April 1st. Chat with your animal friends to get earfuls of tiny tales, then head for the wishing well, where Tortimer will be a fount of funny stuff. He'll have an enormous surprise for you—especially if you're trying to hunt down all the NES games.



Event Gift
SUPER TORTIMER

CHERRY BLOSSOM FESTIVAL

During the annual Cherry Blossom Festival, you'll notice that the leaves of many trees in your town have turned pink. Your animal friends will be gabbing about the natural phenomenon. Visit the mayor at the well to hear even more about the festival and receive a special gift.



Event Gift
PINK TREE MODEL

NATURE DAY

Animal Crossing is as much about chatting with friends as it is communing with nature, so celebrate the wild side of town life on Nature Day by finding Tortimer, listening to his wisdom and getting a present that will remind you of the holiday all year long.



Event Gift
TREE MODEL

May

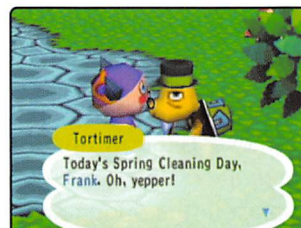
Schedule	1st	Spring Cleaning
	2nd Sunday	Mother's Day

SPRING CLEANING

As the seasons change, Spring Cleaning will grab the attention of your town's citizens. Tortimer even has a symbol of domestic cleanliness for you, so find him to collect the special reminder.

MOTHER'S DAY

Your mother in Animal Crossing sends you letters all year long, so you'd better think of her on Mother's Day. Even the mayor is thinking of mothers and will offer you a wonderful gift.



Event Gift
DUMP MODEL

Event Gift
LOVELY PHONE

June

Schedule	2nd Friday	Graduation Day
	3rd Sunday	Father's Day
	Every Sunday	Summer Fishing Tourney

GRADUATION DAY

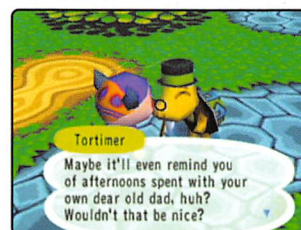
As you experience life day by day in Animal Crossing, you'll certainly learn many things. On Graduation Day, Tortimer will commend you on your personal growth and pass on a great gift.

FATHER'S DAY

It's a day for fathers everywhere, and who better to visit on the special day than your town's father figure, Tortimer. He'll hand over a cool prize if you chat with him.

SUMMER FISHING TOURNEY

The beaver, Chip, will host the Summer Fishing Tourney. Every Sunday throughout June, you can win a series of prizes as long as you keep beating the day's record for biggest caught bass. Wake up early, start catching fish and submit each to Chip for your chance to win awesome items. On any one of the days, find Tortimer somewhere in town to collect a tourney memento.



Event Gift
TAILOR MODEL

Event Gift
LOCOMOTIVE MODEL

Event Gift
ANGLER TROPHY

July



Event Gift
BOTTLE ROCKET

Schedule

4th	Fireworks Show
Every Day (see below)	Morning Aerobics
Random (see below)	"Your Hometown" Day

FIREWORKS SHOW

Celebrate the summer with the Fireworks Show. Gather at the lake from 7 p.m. to 9 p.m. to see the sky spectacle. Many of the town's citizens will also be there, and Redd will be taking advantage of the opportunity to sell pinwheels and balloons. If you can find Tortimer, who will be walking around town, you'll get a special token of the holiday.



"YOUR HOMETOWN" DAY

In honor of your spot in the Animal Crossing world, your town will celebrate its uniqueness with a holiday that lands on a date unique to your town. Consult your calendar for the date—and visit Tortimer for a neat gift.

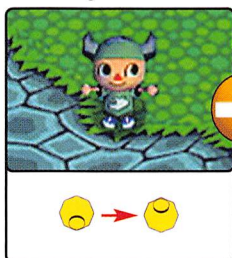


Event Gift
TRAIN STATION MODEL

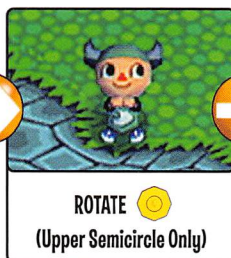
MORNING AEROBICS

Some villagers skip summer aerobics; others put pressure on you to attend. Starting July 25, Officer Copper will hold an aerobics session each morning from 6 a.m. to 7 a.m. Nab an event card from Tortimer and get it stamped by him 14 times at the morning event—which is held until August 31—to earn a special prize. When you're at aerobics, you can do athletic moves with the C Stick.

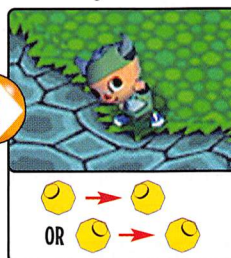
1. Straighten Your Back



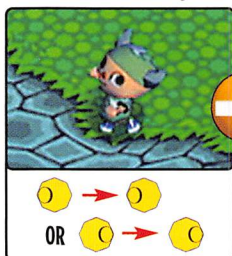
2. Roll Your Arms



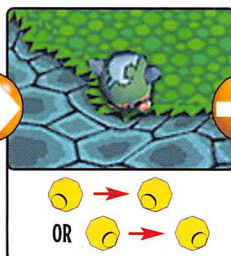
3. Straighten Your Side



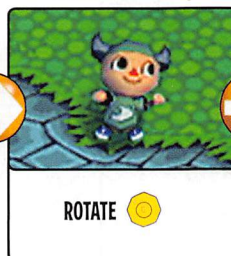
4. Twist Your Body



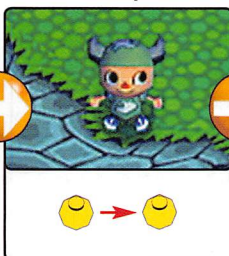
5. Throw Out Your Chest



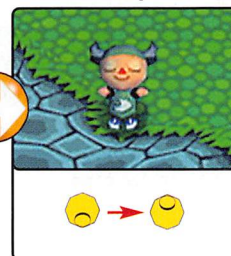
6. Rotate Your Body



7. Leap



8. Practice Deep Breathing



August

Schedule	12th	Meteor Shower
	21st	Founder's Day
	Every Day	Morning Aerobics

METEOR SHOWER

As always, the town lake is the best place to see displays in the sky—and, thankfully, the summer meteors will stay in the atmosphere. Observe them from 6:00 p.m. to 9:00 p.m. with your fellow townies then locate the wandering mayor to receive a gift that will remind you of the special day.



Event Gift
TELESCOPE

FOUNDER'S DAY

On Founder's Day, Tortimer will wait at the wishing well, offering wise thoughts about the Founding Forecritters who founded Animal Crossing life as you know it. His memento of the holiday is a little peculiar, but it's one you'll want if you're collecting all the town models.



Event Gift
WEED MODEL

MORNING AEROBICS

Officer Copper's morning aerobics, which started on July 25, continue through the end of August. If you've collected Tortimer's event card and have had the mayor stamp it on 14 aerobics occasions, you'll receive a prize that will remind you of summer aerobics throughout the year—and allow you to do aerobics moves in your home.



Event Gift
AEROBICS RADIO



September

Schedule	1st Monday	Labor Day
	23rd or 24th	Fall Sports Fair
	Varies	Harvest Moon

LABOR DAY

He's had his eye on your town's progress for a long time. And on Labor Day, Tortimer will expound upon all the work that's gone into making the town great. Find him and hear him out—he'll give you an appropriate memento.



Event Gift
SHOP MODEL

FALL SPORTS FAIR

If you enjoyed the vigorous activities at the Spring Sports Fair, you'll love the Fall Sports Fair. It has the same timetable but a different prize, if you can find Tortimer.

TIME TABLE

9 a.m. - Gymnastics	1 p.m. - Ball Game
11 a.m. - Foot Race	3 p.m. - Tug-of-war



Event Gift
AUTUMN MEDAL

HARVEST MOON

The date changes a little each year, so consult your personal calendar to see when the harvest moon will loom above the town lake. Many villagers will turn out from 6 p.m. to 9 p.m. for the massive event, as will the mayor. If you'd like to own one of the most gargantuan objects in Animal Crossing, chat with the mayor. Your house will never be the same.



Event Gift
MOON



October

Schedule	2nd Monday	Explorer's Day	Varies	Harvest Moon (see September)
	15th to 25th	Mushrooming Season		
	31st	Halloween		

EXPLORER'S DAY

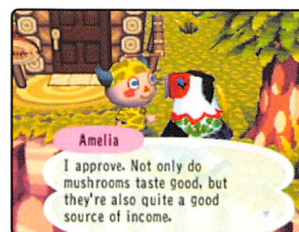
Exploring is at the heart of Animal Crossing, and Tortimer stands at the well to offer his sentiments. Head over to hear the mayor speak and collect a memento that will keep your wanderlust strong throughout the year.



Event Gift
BOTTLED SHIP

MUSHROOMING SEASON

Every day from October 15th through 25th, wake up early to participate in the town's annual mushroom hunting days. Five mushrooms sprout up at separate spots throughout town at 8 a.m. Roughly every 15 minutes, a townie will find one of them. They fetch a nice price at Tom Nook's store, so wake up early and find them before anyone else does. Your animal friends will give you hunting tips.

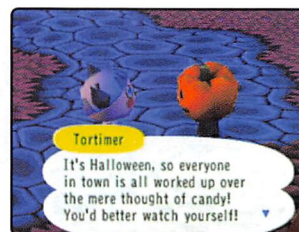


HALLOWEEN

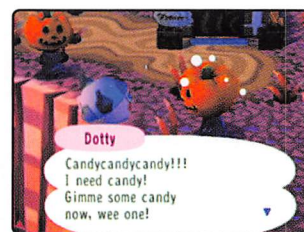
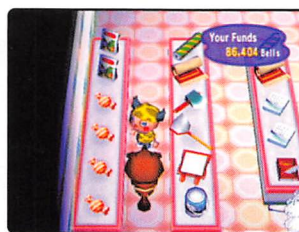
Trick-or-treat fun haunts the town on October 31st from 6 p.m. to November 1st at 1 a.m. Everyone is costumed as Jack, the pumpkin-headed visitor who's come to town for the day. Figure out which Jack is the mayor to receive an eerie prize.

Ultimately, the major Halloween activity involves finding the true Jack and offering him so much candy that he gives you lots of creepy items that you can get only on Halloween. Because everyone else is dressed as Jack, the task will be quite difficult.

During the weeks before Halloween, Tom Nook will sell candy at his shop. If you visit him every day and buy his entire stock, then you'll have enough goodies to make the most of the treat-obsessed holiday. On Halloween, fill your inventory with candy then search for Jack. Many false Jacks will run after you, and if one of the costumed villagers catches you, he'll demand a piece of candy. If you don't hand one over, he'll transform your clothes into rags—or turn something in your inventory into a jack-in-the-box or jack-o'-lantern.



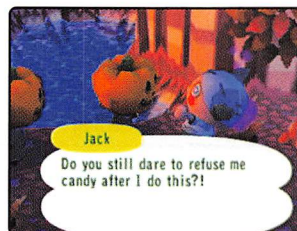
Event Gift
KATRINA'S TENT



The real Jack will never run after you. If you find him, he'll ask for candy. If you don't have any for him, he'll play the same trick on you as the town citizens. But if you give him a piece of candy, he'll hand over an item from the rare Spooky Series collection. After you receive a Spooky Series item, leave the acre and locate Jack's new hiding place to repeat the trick-or-treat ritual.

COLLECT AND PROTECT YOUR CANDY

Store candy in your house until Halloween. When you need to carry candy around town, protect it from the villager's tricks by storing candy as presents in letters until you need it. Be sure to remove a piece from a letter before you talk to the real Jack, or he'll think that you have no candy—and he'll play a trick on you.



Event Gifts

SPOOKY BED
SPOOKY BOOKCASE
SPOOKY CHAIR
SPOOKY CLOCK
SPOOKY DRESSER
SPOOKY LAMP
PATCHED SHIRT
JACK-IN-THE-BOX

SPOOKY SOFA
SPOOKY TABLE
SPOOKY VANITY
SPOOKY WARDROBE
SPOOKY CARPET
SPOOKY WALL
JACK-O'-LANTERN



November

Schedule	First Tuesday	Mayor's Day	4th Thursday	Harvest Festival
	11th	Officer's Day	4th Friday	Sale Day
	Every Sunday	Fall Fishing Tourney		

● MAYOR'S DAY

Throughout the year, Tortimer honors all the most important things in life—including himself—at the wishing well. As a reminder of his pivotal role in your town, Tortimer will give you a gift, a model of his usual watering hole.



Event Gift
WELL MODEL

● OFFICER'S DAY

The mayor also celebrates two other major figures of civic importance during November—Copper and Booker. Chat with Tortimer on Officer's Day to receive a memento that may keep you respectful of the dogs in blue 365 days each year.



Event Gift
POLICE MODEL

● FALL FISHING TOURNEY

Chip holds a second fishing tournament, since the summer tourney is so popular. Much the same as the earlier events and just as challenging, the Fall Fishing Tourney rewards you every time you beat the record bass caught during the whole day. It's held every Sunday in November, so show up every week to win plenty of prizes. If you find the mayor on one of the days, he'll give you the Fishing Trophy for showing interest.



Event Gift
FISHING TROPY



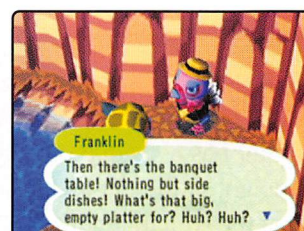
● HARVEST FESTIVAL

Gruesome or gourmet? Turkey eating is just as much a holiday event in Animal Crossing as it is in the real world. Show up from 3 p.m. to 9 p.m. to watch a tasty story unfold. Tortimer's gone to great trouble to keep the eating on schedule. Talk to him to receive a feasting festival gift.

Tortimer has invited a special guest to the local Harvest Festival, Franklin. He just happens to be a turkey, and he's nervous about what's in store for him—if he doesn't stay on his toes.

Find Franklin to hear his funny, frantic tale about how he wound up as the featured guest at the feast. You'll need to find him first, so hunt throughout the village until you find him—chances are that he'll be peering out from behind a house. Chat with Franklin to find out how you can help him out.

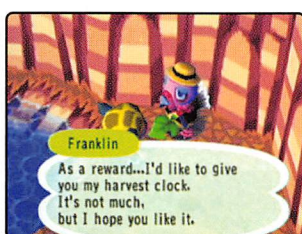
To help the turkey, head to the wishing well, where a banquet table has been set. Steal the knife and fork, then search for Franklin. Once you do him the favor, he'll reward you with a rare item from the Harvest Series collection. You can repeat the cutlery-stealing trick as often as you like to collect the whole Harvest Series. Don't worry—Franklin won't tell anyone who did it.



Event Gifts

CORNUCOPIA
HARVEST BED
HARVEST BUREAU
HARVEST CHAIR
HARVEST CLOCK
HARVEST DRESSER
HARVEST LAMP

HARVEST MIRROR
HARVEST SOFA
HARVEST TABLE
HARVEST TV
HARVEST RUG
HARVEST WALL



● SALE DAY

The day after Harvest Day is Sale Day, which makes spending your Bells a must. Tom Nook will sell grab bags filled with three random items at exceptionally low prices. Elsewhere in town, Redd sets up his shop with his usual mix of typical and rare items. Even the mayor will be caught up in the market-minded mood. Chat with him to receive a memento of the occasion.



Event Gift
MARKET MODEL

December

Schedule	1st	Snow Day	31st	New Year's Eve
	23rd	Toy Day		
	24th	Jingle Comes to Town		

SNOW DAY

The mayor gets nostalgic about snow on December 1st. Though it isn't necessarily the first day you'll see snow that winter, Tortimer celebrates it at the start of December and will give you a great gift to display in your home.



Event Gift
SNOWMAN

TOY DAY

Tortimer has a special present for you at the height of the gift-giving season. Find him at the well to receive it. If your character is male, you'll receive the Miniature Car; if you're playing as a female, Tortimer will give you the Doll.

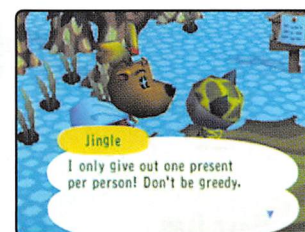
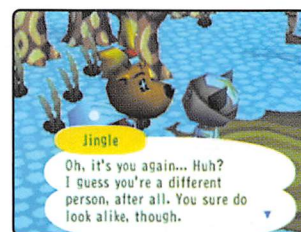


Event Gift
MINIATURE CAR OR DOLL

JINGLE COMES TO TOWN

He doesn't really care whether you've been naughty or nice. That's up to your preferred style of playing Animal Crossing. The generous reindeer, Jingle, does have gifts for you, however, if you can find him in town. He arrives at 8 p.m. on December 24th then walks around until 1 a.m. on December 25th—five full hours of gift-giving merriment.

Jingle has a gift for you and only you—a single item from the rare Jingle Series collection. To get the present, chat with Jingle five times as he roams town. You can also trick Jingle into giving you more stuff. Certainly that's more naughty than nice, but it works. After you receive a gift from Jingle, walk far away, change into a very different outfit, then talk to the reindeer again. You might fool him into thinking you're a different person completely. If your clothes aren't very different, however, he'll notice the trick right away and keep his presents to himself.



Event Gifts

JINGLE BED
JINGLE CHAIR
JINGLE CLOCK
JINGLE DRESSER
JINGLE LAMP
JINGLE PIANO
JINGLE SHELVES

JINGLE SHIRT
JINGLE SOFA
JINGLE TABLE
JINGLE WARDROBE
JINGLE CARPET
JINGLE WALL

NEW YEAR'S EVE

It's been a big year for you, so celebrate it in style with the rest of the villagers at the lake, where a huge clock has been erected to count down the last moments of the year. Join the fireworks party at 11 p.m. It continues until 1 a.m. During the fest, chat with Tortimer to get a special memento of the raucous occasion. Don't forget to come back later on January 1st for the New Year's Day celebration!



Event Gift

NOISEMAKER

ANNUAL PLANNER

January 1st	New Year's Day	September (1st Monday)	Labor Day
February 2nd	Groundhog Day	September 23rd or 24th	Fall Sports Fair
March 20th or 21st	Spring Sports Fair	September or October (date varies)	Harvest Moon
April 1st	April Fools' Day	October (2nd Monday)	Explorer's Day
April 5th to 7th	Cherry Blossom Festival	October 15th to 25th	Mushrooming Season
April 22nd	Nature Day	October 31st	Halloween
May 1st	Spring Cleaning	November (first Tuesday)	Mayor's Day
May (2nd Sunday)	Mother's Day	November 11th	Officer's Day
June (2nd Friday)	Graduation Day	November (every Sunday)	Fall Fishing Tourney
June (3rd Sunday)	Father's Day	November (4th Thursday)	Harvest Festival
June (every Sunday)	Summer Fishing Tourney	November (4th Friday)	Sale Day
July 4th	Fireworks Show	December 1st	Snow Day
July (random)	"Your Hometown" Day	December 23rd	Toy Day
July 25 to August 31	Morning Aerobics	December 24th	Jingle Comes to Town
August 12th	Meteor Shower	December 31st	New Year's Eve
August 21st	Founder's Day		



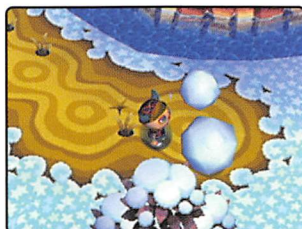
Unexpected Events

If your town is thriving, the landscape is in great shape and citizens are pretty happy, you'll find that unexpected events are much more likely to happen—more citizens will move to town, townies will throw treasure hunts and late-night ghost Wisp will appear, for example. Five other major events may also happen, so ensure that your town is always in tip-top shape!



SNOWMAN SIGHTINGS

When snow is covering the ground, the Snowman may appear. You'll need to assemble him, however. Find the two snowballs then roll them together. Depending on how well you do the task, you may receive an item from the cool Snowman Series collection.



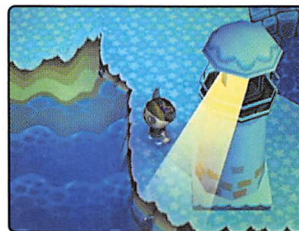
Event Gifts

SNOWMAN BED
SNOWMAN CHAIR
SNOWMAN CLOCK
SNOWMAN DRESSER
SNOWMAN FRIDGE

SNOWMAN LAMP
SNOWMAN SOFA
SNOWMAN TABLE
SNOWMAN TV
SNOWMAN WARDROBE

TORTIMER'S LIGHTHOUSE REQUEST

In the first two months of the year, Tortimer may ask you to turn on the lighthouse every day for seven days. If you succeed, and if you bump into Tortimer within the few days that follow, he will give you a present.



Event Gift

CHOCOLATES/LIGHTHOUSE MODEL

TORTIMER'S BRIDGE BUILDING GIFT

When your village is brimming with citizens, Tortimer may think about erecting a new bridge to benefit everyone. If he does, he'll seek your advice about the location that he's chosen before he takes action.



SUMMER CAMPING SEASON

Animals who live in other towns will want to get away from it all during the summer months and may set up camp in your town. Chat with campers to play their games—and possibly earn or buy a cool piece of camping gear.



Event Gifts

BACKPACK
BONFIRE
CAMPFIRE
COOLER
KAYAK

LANTERN
MOUNTAIN BIKE
PROPANE STOVE
SLEEPING BAG
TENT MODEL

IGLOOS ON THE LANDSCAPE

When snow is on the ground, a citizen from your town may build an igloo, just for the day. So when it snows, search the slopes to see if an igloo has popped up, then chat with the temporary resident. You might receive a special gift.

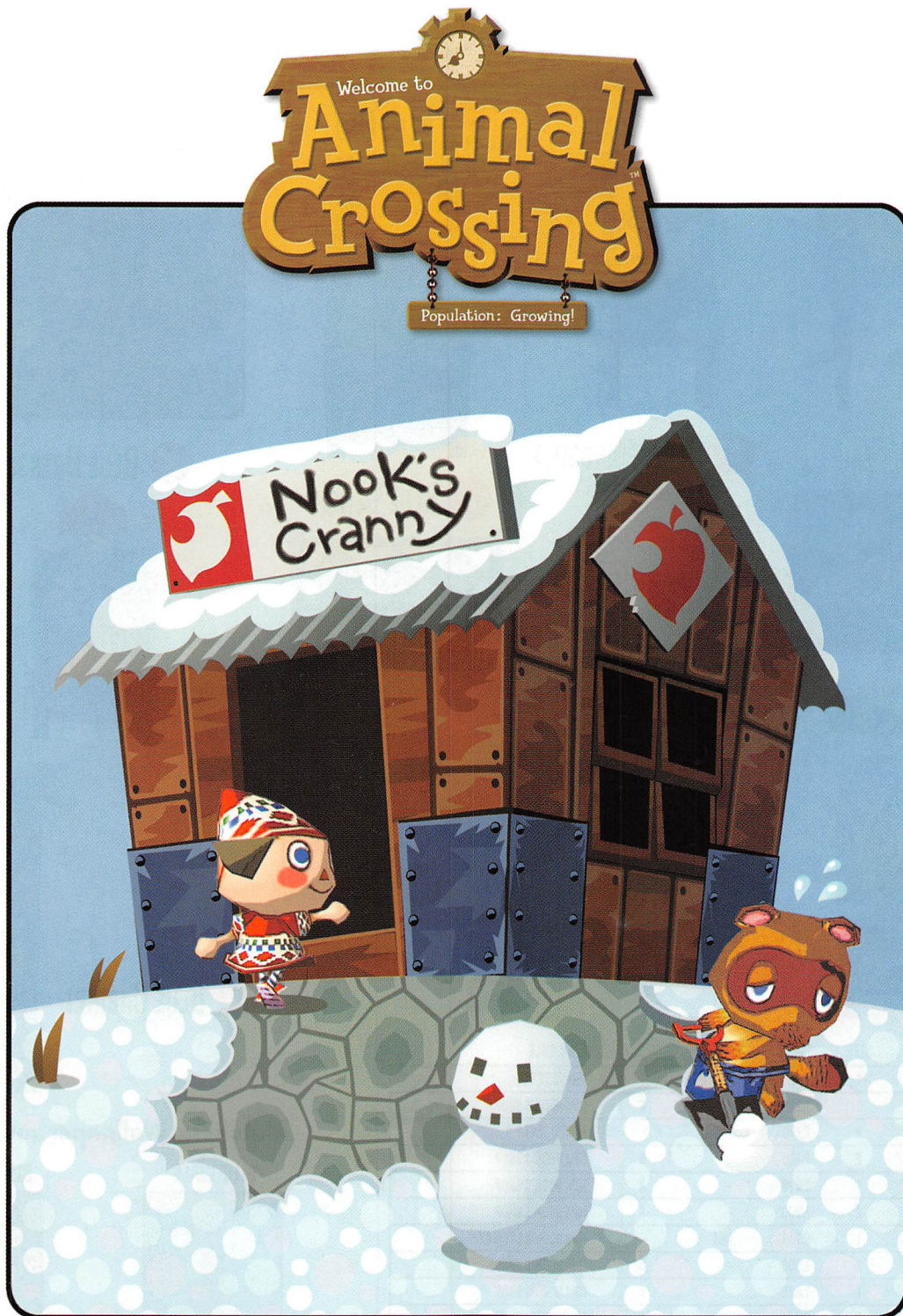


Event Gifts

CHOWDER
CRAB STEW
FIREPLACE
IGLOO MODEL

SLEIGH
SNOW BUNNY
SNOWBOARD
SNOWY TREE MODEL

Complete Catalog



Furniture Series

When you're looking for furniture basics—like a bed to sleep in, a dresser for your clothing and a table to put your stuff on—search for pieces from a furniture series. Each series has 10 essential pieces, and some have interesting optional extras. Whether you want it fun, functional or festive, there's definitely a furniture series that will satisfy your personal tastes!

Blue Series



1 BLUE TABLE



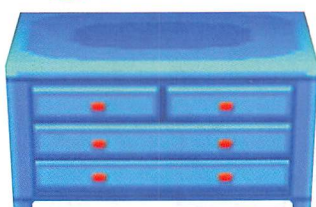
2 BLUE CHAIR



3 BLUE BED



4 BLUE BUREAU



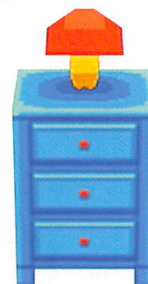
5 BLUE WARDROBE



6 BLUE BENCH



7 BLUE DRESSER



8 BLUE BOOKCASE



9 BLUE CLOCK



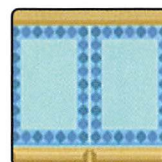
10 BLUE CABINET



NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	BLUE TABLE	1	1,800	Yellow	-	REDD'S TENT
✓ 2	BLUE CHAIR	1	1,200	-	C	TOM NOOK'S SHOP
✓ 3	BLUE BED	2	2,100	-	-	REDD'S TENT
✓ 4	BLUE BUREAU	2	2,160	-	B	TOM NOOK'S SHOP
✓ 5	BLUE WARDROBE	1	1,920	-	A	TOM NOOK'S SHOP
✓ 6	BLUE BENCH	2	1,900	-	A	TOM NOOK'S SHOP
✓ 7	BLUE DRESSER	1	2,100	Red	-	TOM NOOK'S LOTTERY
✓ 8	BLUE BOOKCASE	1	1,900	-	B	TOM NOOK'S SHOP
✓ 9	BLUE CLOCK	1	1,600	-	C	TOM NOOK'S SHOP
✓ 10	BLUE CABINET	1	2,400	-	A	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

BLUE WALL



BLUE FLOORING



READING THE CHARTS

1 Checkmark

When you find the item in the game, make your own check in the space.

2 Size

Size indicates how many squares the item will take up in your home.

3 Price

Price shows how much the item will cost on Tom Nook's showroom floor.

4 Feng Shui

If the item helps your luck, feng shui (see page 53) notes its lucky color.

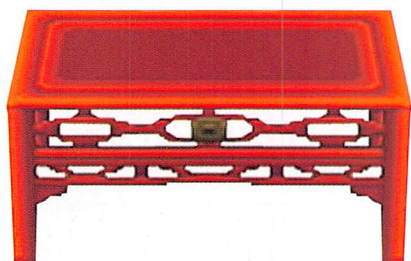
5 Group

One of three probability groups of furniture is most likely to appear in your town. You can find out if your town tends toward Group A, B or C furniture by comparing what pops up in your town with items on these pages.

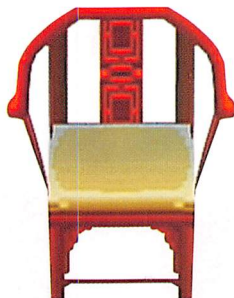
1	NO.	FURNITURE	2 SPACE	3 PRICE	4 FENG SHUI	5 GROUP	AVAILABLE
✓	1	RANCH BED	2	2,300	Red	C	TOM NOOK'S SHOP

Exotic Series

1 EXOTIC TABLE



2 EXOTIC CHAIR



3 EXOTIC BED



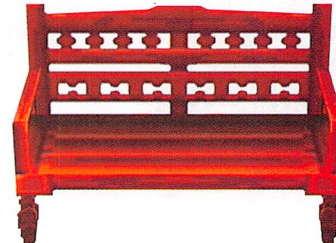
4 EXOTIC BUREAU



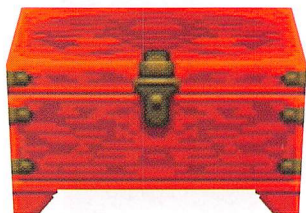
5 EXOTIC WARDROBE



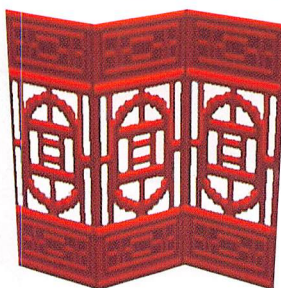
6 EXOTIC BENCH



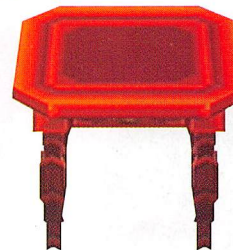
7 EXOTIC CHEST



8 EXOTIC LAMP



10 EXOTIC END TABLE



9 EXOTIC SCREEN

NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	EXOTIC TABLE	2	2,300	-	-	REDD'S TENT
✓ 2	EXOTIC CHAIR	1	1,400	-	A	TOM NOOK'S SHOP
✓ 3	EXOTIC BED	4	2,540	-	-	REDD'S TENT
✓ 4	EXOTIC BUREAU	2	2,400	-	A	TOM NOOK'S SHOP
✓ 5	EXOTIC WARDROBE	1	2,180	-	C	TOM NOOK'S SHOP
✓ 6	EXOTIC BENCH	2	1,900	-	A	TOM NOOK'S SHOP
✓ 7	EXOTIC CHEST	2	1,800	-	B	TOM NOOK'S SHOP
✓ 8	EXOTIC LAMP	1	1,800	Yellow	-	TOM NOOK'S LOTTERY
✓ 9	EXOTIC SCREEN	2	2,250	-	C	TOM NOOK'S SHOP
✓ 10	EXOTIC END TABLE	1	1,600	-	B	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

EXOTIC WALL

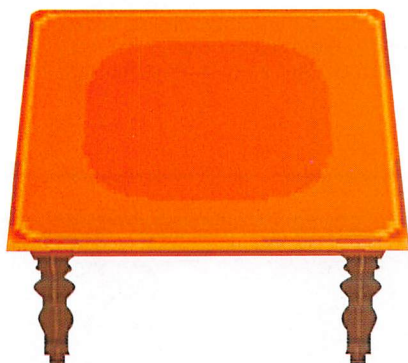


EXOTIC RUG



Ranch Series

1 RANCH TABLE



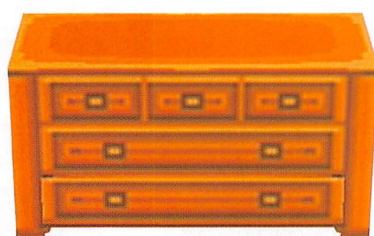
2 RANCH CHAIR



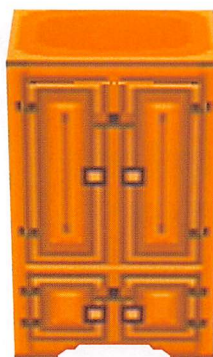
3 RANCH BED



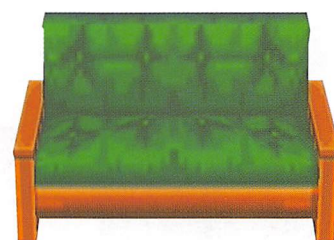
4 RANCH DRESSER



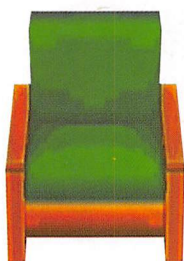
5 RANCH WARDROBE



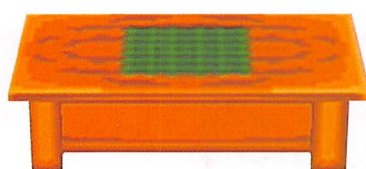
6 RANCH COUCH



7 RANCH ARMCHAIR



8 RANCH TEA TABLE



9 RANCH HUTCH



10 RANCH BOOKCASE



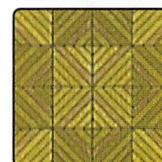
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	RANCH TABLE	4	1,700	-	B	TOM NOOK'S SHOP
✓ 2	RANCH CHAIR	1	1,400	-	-	REDD'S TENT
✓ 3	RANCH BED	2	2,300	Red	C	TOM NOOK'S SHOP
✓ 4	RANCH DRESSER	2	2,720	-	-	REDD'S TENT
✓ 5	RANCH WARDROBE	1	3,050	-	A	TOM NOOK'S SHOP
✓ 6	RANCH COUCH	2	2,400	Green	C	TOM NOOK'S SHOP
✓ 7	RANCH ARMCHAIR	1	2,000	Green	A	TOM NOOK'S SHOP
✓ 8	RANCH TEA TABLE	2	1,800	-	B	TOM NOOK'S SHOP
✓ 9	RANCH HUTCH	1	2,580	-	-	TOM NOOK'S LOTTERY
✓ 10	RANCH BOOKCASE	1	2,000	-	C	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

RANCH WALL

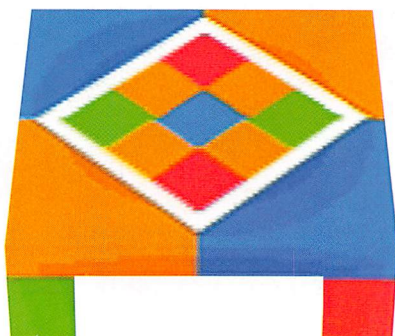


RANCH FLOORING



Kiddie Series

1 KIDDIE TABLE



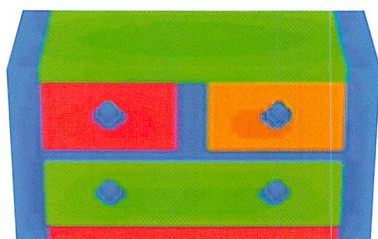
2 KIDDIE CHAIR



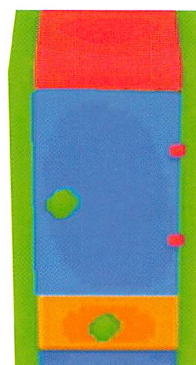
3 KIDDIE BED



4 KIDDIE DRESSER



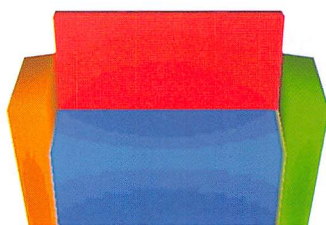
5 KIDDIE WARDROBE



6 KIDDIE CLOCK



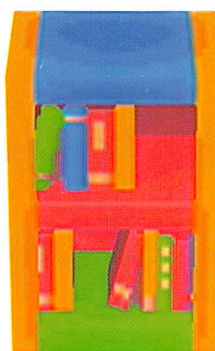
7 KIDDIE COUCH



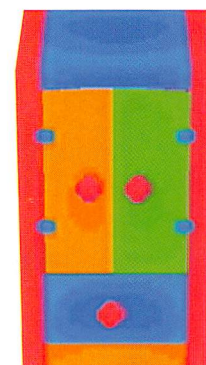
8 KIDDIE STEREO



9 KIDDIE BOOKCASE



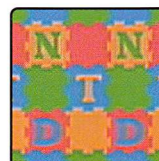
10 KIDDIE BUREAU



NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	KIDDIE TABLE	4	2,200	-	A	TOM NOOK'S SHOP
✓ 2	KIDDIE CHAIR	1	1,400	-	B	TOM NOOK'S SHOP
✓ 3	KIDDIE BED	2	2,100	-	-	REDD'S TENT
✓ 4	KIDDIE DRESSER	2	2,150	-	C	TOM NOOK'S SHOP
✓ 5	KIDDIE WARDROBE	1	2,180	-	C	TOM NOOK'S SHOP
✓ 6	KIDDIE CLOCK	1	1,480	-	-	REDD'S TENT
✓ 7	KIDDIE COUCH	2	2,200	-	B	TOM NOOK'S SHOP
✓ 8	KIDDIE STEREO	2	1,900	-	-	TOM NOOK'S LOTTERY
✓ 9	KIDDIE BOOKCASE	1	1,800	-	-	TOM NOOK'S SHOP
✓ 10	KIDDIE BUREAU	1	2,200	-	B	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

KIDDIE WALL



KIDDIE CARPET

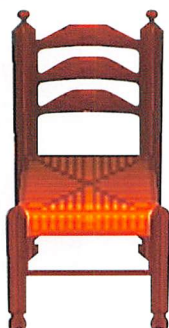


Classic Series

1 CLASSIC TABLE



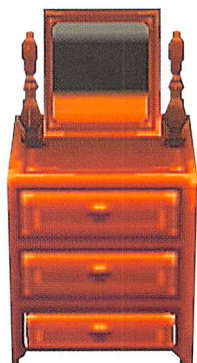
2 CLASSIC CHAIR



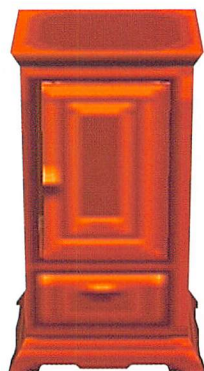
3 CLASSIC BED



4 CLASSIC VANITY



5 CLASSIC WARDROBE



6 CLASSIC HUTCH



7 CLASSIC CLOCK



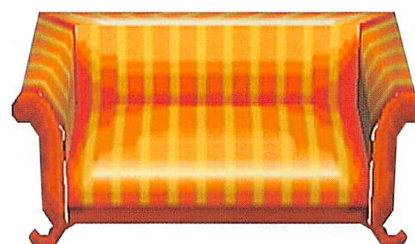
8 CLASSIC DESK



9 CLASSIC CABINET



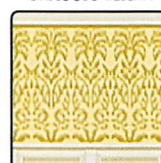
10 CLASSIC SOFA



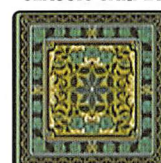
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	CLASSIC TABLE	1	1,600	-	A	TOM NOOK'S SHOP
✓ 2	CLASSIC CHAIR	1	1,800	-	C	TOM NOOK'S SHOP
✓ 3	CLASSIC BED	4	2,520	-	B	TOM NOOK'S SHOP
✓ 4	CLASSIC VANITY	1	2,560	-	-	REDD'S TENT
✓ 5	CLASSIC WARDROBE	1	2,560	-	-	REDD'S TENT
✓ 6	CLASSIC HUTCH	2	3,360	-	-	TOM NOOK'S LOTTERY
✓ 7	CLASSIC CLOCK	1	2,180	-	C	TOM NOOK'S SHOP
✓ 8	CLASSIC DESK	1	2,200	-	A	TOM NOOK'S SHOP
✓ 9	CLASSIC CABINET	2	2,560	-	B	TOM NOOK'S SHOP
✓ 10	CLASSIC SOFA	2	2,240	Yellow	C	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

CLASSIC WALL



CLASSIC CARPET



Green Series

1 GREEN TABLE



2 GREEN CHAIR



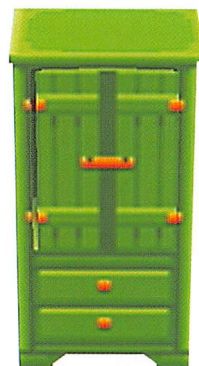
3 GREEN BED



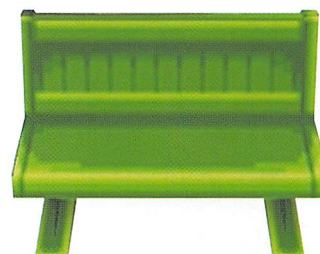
4 GREEN DRESSER



5 GREEN WARDROBE



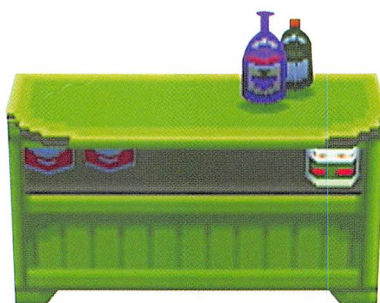
6 GREEN BENCH



7 GREEN PANTRY



8 GREEN COUNTER



9 GREEN LAMP



10 GREEN DESK



NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	GREEN TABLE	4	1,700	Green	C	TOM NOOK'S SHOP
✓ 2	GREEN CHAIR	1	1,200	Green	A	TOM NOOK'S SHOP
✓ 3	GREEN BED	2	2,160	Green	B	TOM NOOK'S SHOP
✓ 4	GREEN DRESSER	2	2,320	Green	-	REDD'S TENT
✓ 5	GREEN WARDROBE	1	2,300	Green	-	REDD'S TENT
✓ 6	GREEN BENCH	2	1,800	Green	A	TOM NOOK'S SHOP
✓ 7	GREEN PANTRY	1	2,290	Green	-	TOM NOOK'S LOTTERY
✓ 8	GREEN COUNTER	2	2,400	Green	B	TOM NOOK'S SHOP
✓ 9	GREEN LAMP	1	1,800	Green	C	TOM NOOK'S SHOP
✓ 10	GREEN DESK	1	2,000	Green	C	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

GREEN WALL

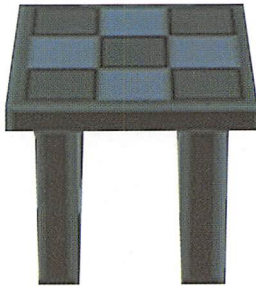


GREEN RUG



Modern Series

1 MODERN END TABLE



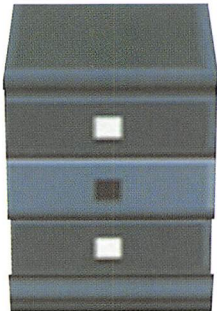
2 MODERN CHAIR



3 MODERN BED



4 MODERN DRESSER



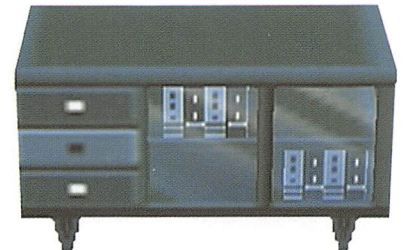
5 MODERN WARDROBE



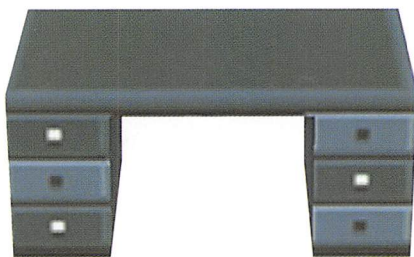
6 MODERN LAMP



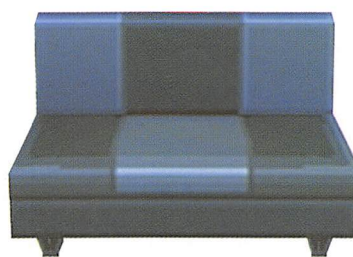
7 MODERN CABINET



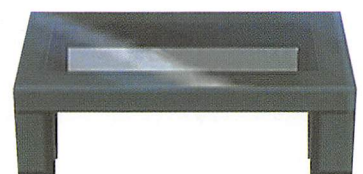
8 MODERN DESK



9 MODERN SOFA



10 MODERN TABLE



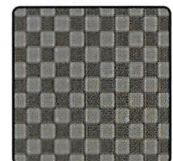
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	MODERN END TABLE	1	1,900	-	-	REDD'S TENT
✓ 2	MODERN CHAIR	1	1,500	-	B	TOM NOOK'S SHOP
✓ 3	MODERN BED	2	2,320	-	C	TOM NOOK'S SHOP
✓ 4	MODERN DRESSER	1	2,250	-	A	TOM NOOK'S SHOP
✓ 5	MODERN WARDROBE	1	2,560	-	-	REDD'S TENT
✓ 6	MODERN LAMP	1	1,400	-	B	TOM NOOK'S SHOP
✓ 7	MODERN CABINET	2	2,580	-	-	TOM NOOK'S LOTTERY
✓ 8	MODERN DESK	2	2,480	-	B	TOM NOOK'S SHOP
✓ 9	MODERN SOFA	2	2,620	-	C	TOM NOOK'S SHOP
✓ 10	MODERN TABLE	2	1,800	-	A	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

MODERN WALL



MODERN TILE



Lovely Series

1 LOVELY END TABLE



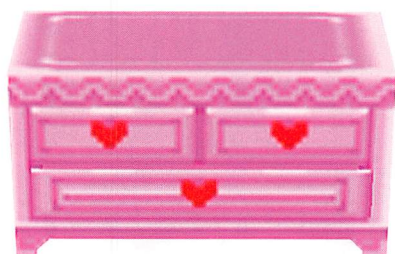
2 LOVELY CHAIR



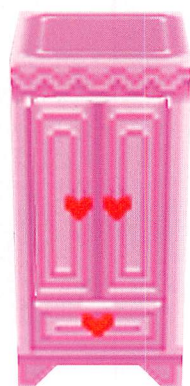
3 LOVELY BED



4 LOVELY DRESSER



5 LOVELY ARMOIRE



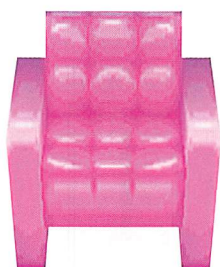
6 LOVELY LAMP



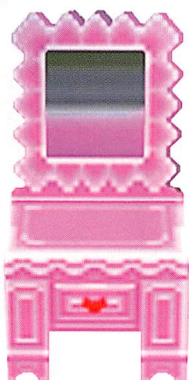
7 LOVELY KITCHEN



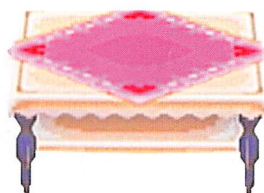
8 LOVELY ARMCHAIR



9 LOVELY VANITY



10 LOVELY TABLE



NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	LOVELY END TABLE	1	1,800	-	-	REDD'S TENT
✓ 2	LOVELY CHAIR	1	1,600	-	B	TOM NOOK'S SHOP
✓ 3	LOVELY BED	2	2,000	-	A	TOM NOOK'S SHOP
✓ 4	LOVELY DRESSER	2	2,160	Red	C	TOM NOOK'S SHOP
✓ 5	LOVELY ARMOIRE	1	2,240	-	-	REDD'S TENT
✓ 6	LOVELY LAMP	1	1,600	Red	B	TOM NOOK'S SHOP
✓ 7	LOVELY KITCHEN	2	2,280	-	-	TOM NOOK'S LOTTERY
✓ 8	LOVELY ARMCHAIR	1	2,000	-	A	TOM NOOK'S SHOP
✓ 9	LOVELY VANITY	1	2,200	-	B	TOM NOOK'S SHOP
✓ 10	LOVELY TABLE	1	1,800	-	C	TOM NOOK'S SHOP

LOVELY PHONE



You don't need the pink phone to complete the Lovely Series officially. If you're interested in it, you can win the phone during a specific annual event.

LOVELY STEREO



Though not an essential part of the Lovely Series, the Lovely Stereo appears at Redd's tent if you want to extend your Lovely Series further.

Matching Wallpaper and Carpet

LOVELY WALL

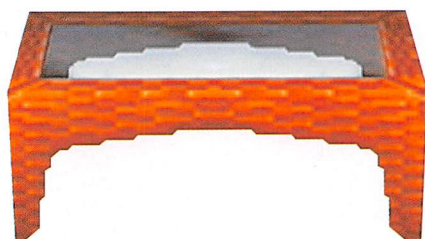


LOVELY CARPET



Cabana Series

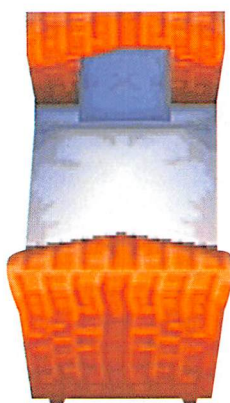
1 CABANA TABLE



2 CABANA CHAIR



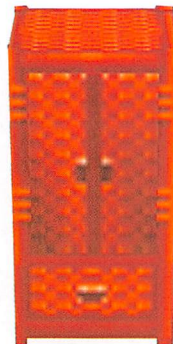
3 CABANA BED



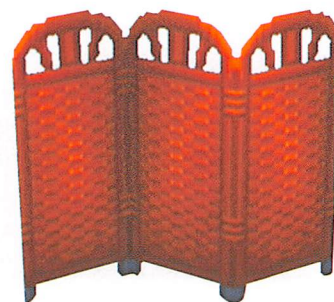
4 CABANA DRESSER



5 CABANA WARDROBE



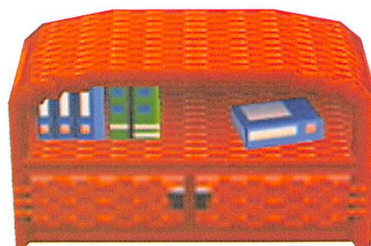
6 CABANA SCREEN



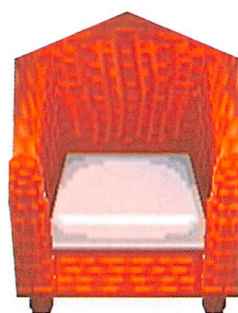
7 CABANA VANITY



8 CABANA BOOKCASE



9 CABANA ARMCHAIR 10 CABANA LAMP



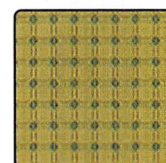
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	CABANA TABLE	2	1,800	-	C	TOM NOOK'S SHOP
✓ 2	CABANA CHAIR	1	1,600	-	-	REDD'S TENT
✓ 3	CABANA BED	2	2,200	-	-	REDD'S TENT
✓ 4	CABANA DRESSER	1	2,400	-	A	TOM NOOK'S SHOP
✓ 5	CABANA WARDROBE	1	2,240	-	B	TOM NOOK'S SHOP
✓ 6	CABANA SCREEN	2	2,000	-	C	TOM NOOK'S SHOP
✓ 7	CABANA VANITY	1	1,800	-	A	TOM NOOK'S SHOP
✓ 8	CABANA BOOKCASE	2	2,400	-	B	TOM NOOK'S SHOP
✓ 9	CABANA ARMCHAIR	1	1,800	-	-	TOM NOOK'S LOTTERY
✓ 10	CABANA LAMP	1	1,700	-	B	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

CABANA WALL

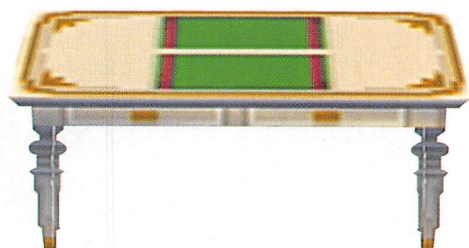


CABANA FLOORING

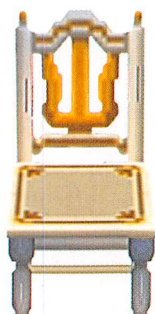


Regal Series

1 REGAL TABLE



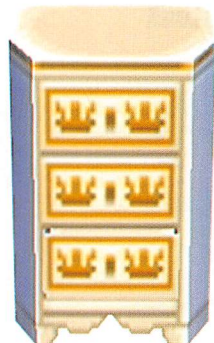
2 REGAL CHAIR



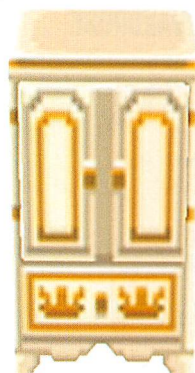
3 REGAL BED



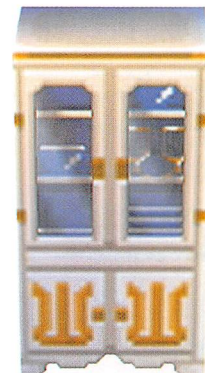
4 REGAL DRESSER



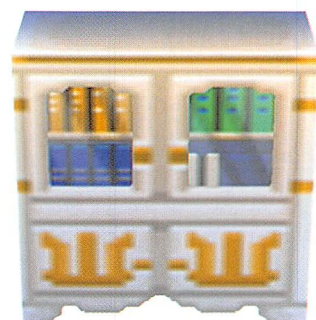
5 REGAL ARMOIRE



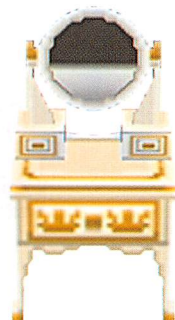
6 REGAL CUPBOARD



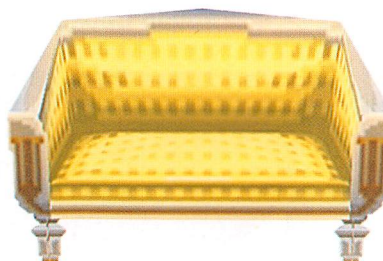
7 REGAL BOOKCASE



8 REGAL VANITY



9 REGAL SOFA



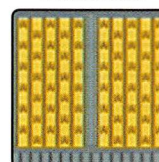
10 REGAL LAMP



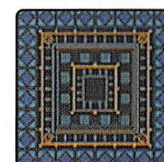
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	REGAL TABLE	2	2,540	-	A	TOM NOOK'S SHOP
✓ 2	REGAL CHAIR	1	2,100	-	-	REDD'S TENT
✓ 3	REGAL BED	4	3,120	-	-	REDD'S TENT
✓ 4	REGAL DRESSER	1	3,520	-	C	TOM NOOK'S SHOP
✓ 5	REGAL ARMOIRE	1	3,820	-	B	TOM NOOK'S SHOP
✓ 6	REGAL CUPBOARD	1	3,360	-	-	TOM NOOK'S LOTTERY
✓ 7	REGAL BOOKCASE	2	3,120	-	C	TOM NOOK'S SHOP
✓ 8	REGAL VANITY	1	3,200	-	B	TOM NOOK'S SHOP
✓ 9	REGAL SOFA	2	3,100	-	A	TOM NOOK'S SHOP
✓ 10	REGAL LAMP	1	2,400	-	A	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

REGAL WALL



REGAL CARPET



Cabin Series

1 CABIN LOW TABLE



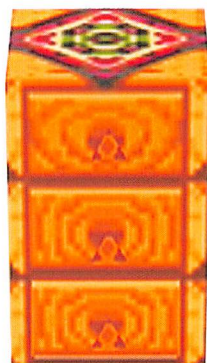
2 CABIN CHAIR



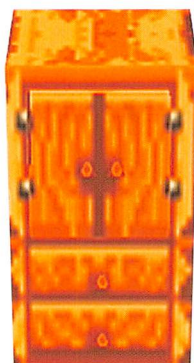
3 CABIN BED



4 CABIN DRESSER



5 CABIN WARDROBE



6 CABIN CLOCK



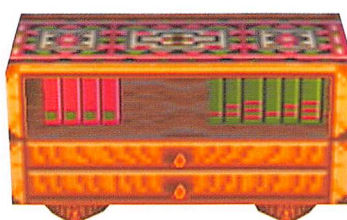
7 CABIN COUCH



8 CABIN ARMCHAIR



9 CABIN BOOKCASE



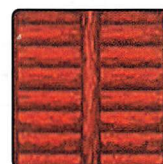
10 CABIN TABLE



NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	CABIN LOW TABLE	4	2,100	-	A	TOM NOOK'S SHOP
✓ 2	CABIN CHAIR	1	1,700	-	-	REDD'S TENT
✓ 3	CABIN BED	2	2,400	Red	A	TOM NOOK'S SHOP
✓ 4	CABIN DRESSER	1	2,160	-	-	REDD'S TENT
✓ 5	CABIN WARDROBE	1	2,480	-	C	TOM NOOK'S SHOP
✓ 6	CABIN CLOCK	1	2,000	-	C	TOM NOOK'S SHOP
✓ 7	CABIN COUCH	2	2,480	-	C	TOM NOOK'S SHOP
✓ 8	CABIN ARMCHAIR	1	2,280	-	B	TOM NOOK'S SHOP
✓ 9	CABIN BOOKCASE	2	2,300	-	-	TOM NOOK'S LOTTERY
✓ 10	CABIN TABLE	2	2,100	Red	B	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

CABIN WALL

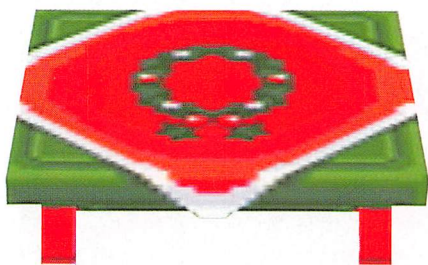


CABIN RUG



Jingle Series

1 JINGLE TABLE



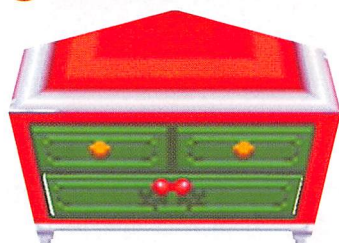
2 JINGLE CHAIR



3 JINGLE BED



4 JINGLE DRESSER



5 JINGLE WARDROBE



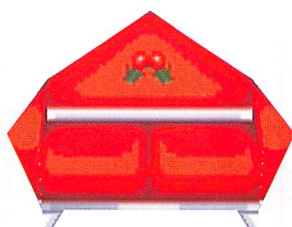
6 JINGLE LAMP



7 JINGLE SHELVES



8 JINGLE SOFA



9 JINGLE CLOCK



10 JINGLE PIANO



FESTIVE TREE



Though you don't need it to complete the Jingle Series officially, the Festive Tree is a decorative part of the holidays. You might find it at Tom's shop during much of December.

BIG FESTIVE TREE

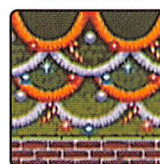


If you're extremely sentimental during the December holiday season, you can get the extreme-sized tree to celebrate. It's not an essential part of the series, but you may find it at Tom's shop during much of December.

NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	JINGLE TABLE	4	-	Red	-	Jingle (see page 74)
✓ 2	JINGLE CHAIR	1	-	Red	-	Jingle (see page 74)
✓ 3	JINGLE BED	2	-	Red	-	Jingle (see page 74)
✓ 4	JINGLE DRESSER	2	-	Red	-	Jingle (see page 74)
✓ 5	JINGLE WARDROBE	1	-	Red	-	Jingle (see page 74)
✓ 6	JINGLE LAMP	1	-	Red	-	Jingle (see page 74)
✓ 7	JINGLE SHELVES	1	-	Red	-	Jingle (see page 74)
✓ 8	JINGLE SOFA	2	-	Red	-	Jingle (see page 74)
✓ 9	JINGLE CLOCK	1	-	Red	-	Jingle (see page 74)
✓ 10	JINGLE PIANO	2	-	Red	-	Jingle (see page 74)

Matching Wallpaper and Carpet

JINGLE WALL

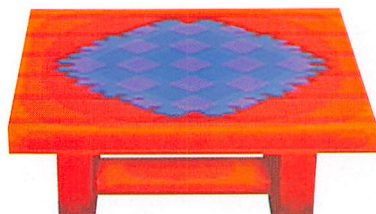


JINGLE CARPET



Spooky Series

1 SPOOKY TABLE



2 SPOOKY CHAIR



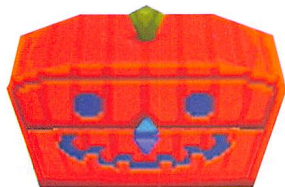
3 SPOOKY BED



7 SPOOKY SOFA



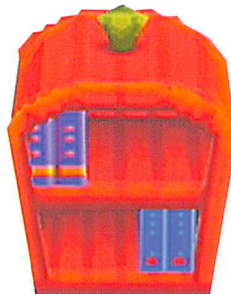
4 SPOOKY DRESSER



5 SPOOKY WARDROBE



6 SPOOKY BOOKCASE



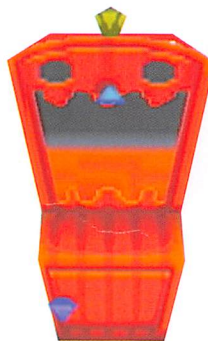
8 SPOOKY CLOCK



9 SPOOKY LAMP



10 SPOOKY VANITY



JACK-O'-LANTERN



JACK-IN-THE-BOX



Neither of the extra pumpkin items is officially part of the Spooky Series. You can get them from Jack (see page 70).

NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	SPOOKY TABLE	4	-	Orange	-	Jack (see page 70)
✓ 2	SPOOKY CHAIR	1	-	Orange	-	Jack (see page 70)
✓ 3	SPOOKY BED	2	-	Orange	-	Jack (see page 70)
✓ 4	SPOOKY DRESSER	2	-	Orange	-	Jack (see page 70)
✓ 5	SPOOKY WARDROBE	1	-	Orange	-	Jack (see page 70)
✓ 6	SPOOKY BOOKCASE	1	-	Orange	-	Jack (see page 70)
✓ 7	SPOOKY SOFA	2	-	Orange	-	Jack (see page 70)
✓ 8	SPOOKY CLOCK	1	-	Orange	-	Jack (see page 70)
✓ 9	SPOOKY LAMP	1	-	Orange	-	Jack (see page 70)
✓ 10	SPOOKY VANITY	1	-	Orange	-	Jack (see page 70)

Matching Wallpaper and Carpet

SPOOKY WALL

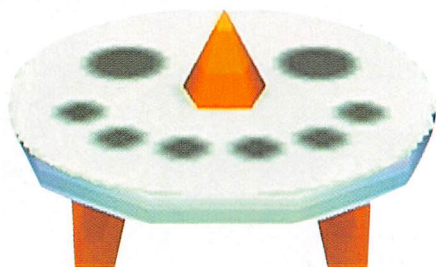


SPOOKY CARPET



Snowman Series

1 SNOWMAN TABLE



2 SNOWMAN CHAIR



3 SNOWMAN BED



4 SNOWMAN DRESSER



5 SNOWMAN WARDROBE



6 SNOWMAN FRIDGE



7 SNOWMAN LAMP



8 SNOWMAN SOFA



9 SNOWMAN TV



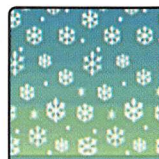
10 SNOWMAN CLOCK



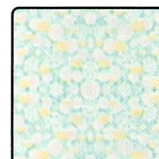
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	SNOWMAN TABLE	4	-	-	-	Snowman (see page 76)
✓ 2	SNOWMAN CHAIR	1	-	-	-	Snowman (see page 76)
✓ 3	SNOWMAN BED	4	-	-	-	Snowman (see page 76)
✓ 4	SNOWMAN DRESSER	1	-	-	-	Snowman (see page 76)
✓ 5	SNOWMAN WARDROBE	1	-	-	-	Snowman (see page 76)
✓ 6	SNOWMAN FRIDGE	1	-	-	-	Snowman (see page 76)
✓ 7	SNOWMAN LAMP	1	-	-	-	Snowman (see page 76)
✓ 8	SNOWMAN SOFA	2	-	-	-	Snowman (see page 76)
✓ 9	SNOWMAN TV	1	-	-	-	Snowman (see page 76)
✓ 10	SNOWMAN CLOCK	1	-	-	-	Snowman (see page 76)

Matching Wallpaper and Carpet

SNOWMAN WALL



SNOWMAN CARPET



Harvest Series

1 HARVEST BED



2 HARVEST BUREAU



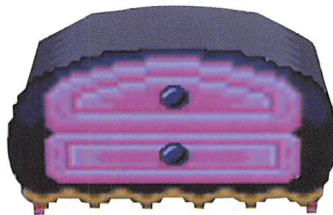
3 HARVEST CHAIR



4 HARVEST CLOCK



5 HARVEST DRESSER



6 HARVEST LAMP



7 HARVEST MIRROR



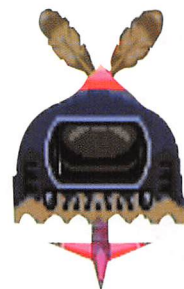
8 HARVEST SOFA



9 HARVEST TABLE



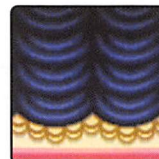
10 HARVEST TV



NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	HARVEST BED	2	-	-	-	Franklin (see page 72)
✓ 2	HARVEST BUREAU	1	-	-	-	Franklin (see page 72)
✓ 3	HARVEST CHAIR	1	-	-	-	Franklin (see page 72)
✓ 4	HARVEST CLOCK	1	-	-	-	Franklin (see page 72)
✓ 5	HARVEST DRESSER	2	-	-	-	Franklin (see page 72)
✓ 6	HARVEST LAMP	1	-	-	-	Franklin (see page 72)
✓ 7	HARVEST MIRROR	1	-	-	-	Franklin (see page 72)
✓ 8	HARVEST SOFA	2	-	-	-	Franklin (see page 72)
✓ 9	HARVEST TABLE	2	-	-	-	Franklin (see page 72)
✓ 10	HARVEST TV	1	-	-	-	Franklin (see page 72)

Matching Wallpaper and Carpet

HARVEST WALL



HARVEST CARPET



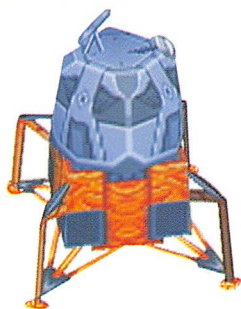
Theme Furniture

Don't feel like filling your pad with sensible, functional furniture? Then go wild with theme furniture and transform the interior of your house into an imaginative landscape. From the out-of-this-world Space Theme to the hoe-downy Western Theme, such themes let your style roam all over the place!

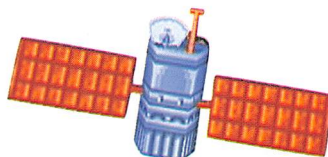


Space Theme

1 LUNAR LANDER



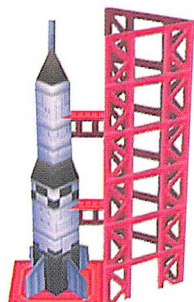
2 SATELLITE



3 FLYING SAUCER



4 ROCKET



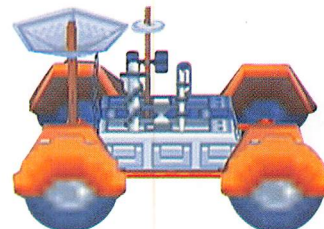
5 SPACEMAN SAM



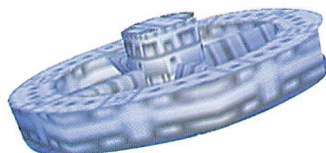
6 ASTEROID



7 LUNAR ROVER



8 SPACE STATION



9 SPACE SHUTTLE



MOON



The Moon isn't an essential part of the Space Theme; therefore, the Happy Room Academy won't deduct points if you don't have it in your collection. It's still a must-have for sci-fi fans, however. If you want the cool orb, head to town for the Harvest Moon viewing (see page 69).

NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	LUNAR LANDER	4	3,200	-	B	TOM NOOK'S SHOP
✓ 2	SATELLITE	2	2,600	-	C	TOM NOOK'S SHOP
✓ 3	FLYING SAUCER	4	2,400	-	C	TOM NOOK'S SHOP
✓ 4	ROCKET	2	2,400	-	B	TOM NOOK'S SHOP
✓ 5	SPACEMAN SAM	1	2,800	-	C	TOM NOOK'S SHOP
✓ 6	ASTEROID	1	1,800	-	A	TOM NOOK'S SHOP
✓ 7	LUNAR ROVER	2	2,560	-	A	TOM NOOK'S SHOP
✓ 8	SPACE STATION	4	2,800	-	B	TOM NOOK'S SHOP
✓ 9	SPACE SHUTTLE	2	2,780	-	A	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

LUNAR HORIZON



LUNAR SURFACE

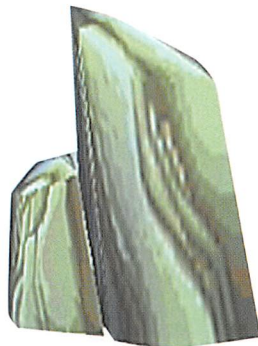


Rock Garden

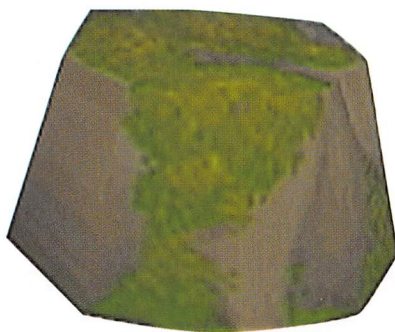
1 GARDEN STONE



2 STANDING STONE



3 MOSSY STONE



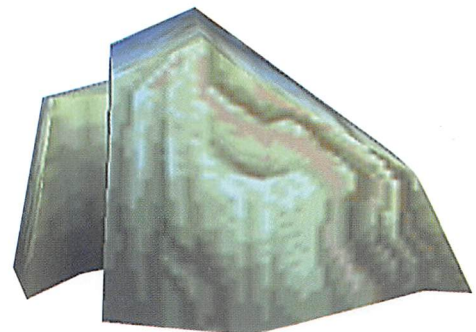
4 LEANING STONE



5 DARK STONE



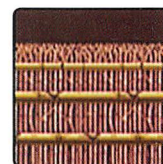
6 STONE COUPLE



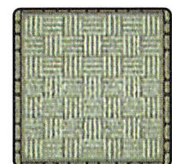
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	GARDEN STONE	1	1,900	-	C	TOM NOOK'S SHOP
✓ 2	STANDING STONE	1	2,500	-	B	TOM NOOK'S SHOP
✓ 3	MOSSY STONE	1	2,160	-	A	TOM NOOK'S SHOP
✓ 4	LEANING STONE	1	2,100	-	B	TOM NOOK'S SHOP
✓ 5	DARK STONE	2	2,200	-	C	TOM NOOK'S SHOP
✓ 6	STONE COUPLE	2	2,380	-	A	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

GARDEN WALL

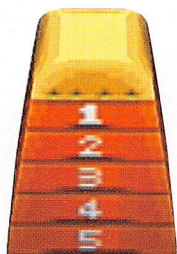


SAND GARDEN



Classroom Theme

1 VAULTING HORSE



2 CUBBY HOLE



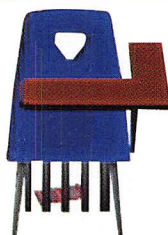
3 LETTER CUBBY



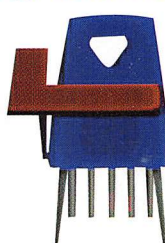
4 TEACHER'S CHAIR



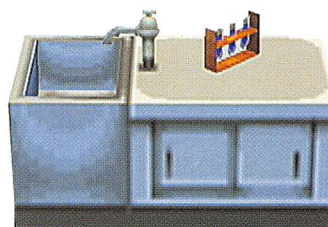
5 LEFTY DESK



6 RIGHTY DESK



7 SCIENCE TABLE



8 FLIP-TOP DESK



9 SCHOOL DESK



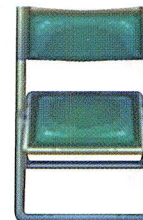
10 HAMSTER CAGE



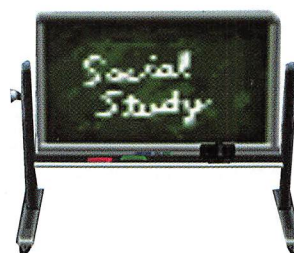
11 TEACHER'S DESK



12 FOLDING CHAIR



13 CHALKBOARD



14 MOP



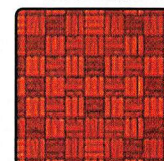
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	VAULTING HORSE	1	1,200	-	B	TOM NOOK'S SHOP
✓ 2	CUBBY HOLE	2	2,200	-	B	TOM NOOK'S SHOP
✓ 3	LETTER CUBBY	2	2,300	-	-	REDD'S TENT
✓ 4	TEACHER'S CHAIR	1	1,440	-	C	TOM NOOK'S SHOP
✓ 5	LEFTY DESK	1	1,240	-	A	TOM NOOK'S SHOP
✓ 6	RIGHTY DESK	1	1,240	-	B	TOM NOOK'S SHOP
✓ 7	SCIENCE TABLE	2	1,900	-	C	TOM NOOK'S SHOP
✓ 8	FLIP-TOP DESK	1	1,320	-	A	TOM NOOK'S SHOP
✓ 9	SCHOOL DESK	1	1,320	-	C	TOM NOOK'S SHOP
✓ 10	HAMSTER CAGE	1	2,290	Red	-	TOM NOOK'S LOTTERY
✓ 11	TEACHER'S DESK	2	1,580	-	B	TOM NOOK'S SHOP
✓ 12	FOLDING CHAIR	1	600	-	A	TOM NOOK'S SHOP
✓ 13	CHALKBOARD	2	1,400	Green	C	TOM NOOK'S SHOP
✓ 14	MOP	1	900	-	A	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

CLASSROOM WALL



CLASSROOM FLOOR



Construction Theme

- 1 TRAFFIC CONE 2 JACKHAMMER 3 ORANGE CONE 4 CEMENT MIXER



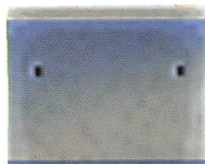
- 5 STEAMROLLER



- 6 SAW HORSE



- 7 JERSEY BARRIER



- 8 MANHOLE COVER



- 9 OIL DRUM



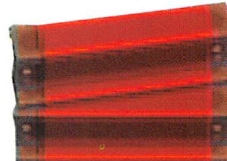
- 10 GREEN DRUM



- 11 HAZ-MAT BARREL



- 12 IRON FRAME



- 13 FLAGMAN SIGN



- 14 HANDCART



- 15 DETOUR ARROW



- 16 DETOUR SIGN



- 17 MEN AT WORK SIGN



- 18 SPEED SIGN



- 19 WET ROADWAY SIGN



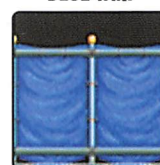
- 20 MERGE SIGN



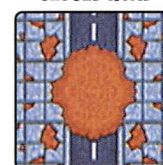
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	TRAFFIC CONE	1	800	Red	A	TOM NOOK'S SHOP
✓ 2	JACKHAMMER	1	1,880	-	C	TOM NOOK'S SHOP
✓ 3	ORANGE CONE	1	600	Red	C	TOM NOOK'S SHOP
✓ 4	CEMENT MIXER	1	1,600	Orange	-	TOM NOOK'S LOTTERY
✓ 5	STEAMROLLER	2	4,500	Yellow	-	REDD'S TENT
✓ 6	SAW HORSE	1	900	-	C	TOM NOOK'S SHOP
✓ 7	JERSEY BARRIER	1	1,050	-	B	TOM NOOK'S SHOP
✓ 8	MANHOLE COVER	1	1,000	-	C	TOM NOOK'S SHOP
✓ 9	OIL DRUM	1	840	Orange	A	TOM NOOK'S SHOP
✓ 10	GREEN DRUM	1	800	Green	B	TOM NOOK'S SHOP
✓ 11	HAZ-MAT BARREL	1	830	Red	C	TOM NOOK'S SHOP
✓ 12	IRON FRAME	2	1,200	Red	C	TOM NOOK'S SHOP
✓ 13	FLAGMAN SIGN	1	850	Orange	B	TOM NOOK'S SHOP
✓ 14	HANDCART	1	800	-	A	TOM NOOK'S SHOP
✓ 15	DETOUR ARROW	1	600	Red	A	TOM NOOK'S SHOP
✓ 16	DETOUR SIGN	1	830	Orange	B	TOM NOOK'S SHOP
✓ 17	MEN AT WORK SIGN	1	850	Orange	C	TOM NOOK'S SHOP
✓ 18	SPEED SIGN	1	870	-	B	TOM NOOK'S SHOP
✓ 19	WET ROADWAY SIGN	1	850	Orange	B	TOM NOOK'S SHOP
✓ 20	MERGE SIGN	1	850	Orange	A	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

BLUE TARP



CLOSED ROAD



Western Theme

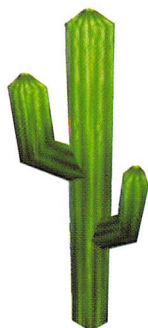
1 COVERED WAGON



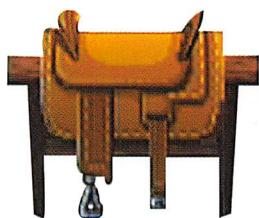
2 COW SKULL



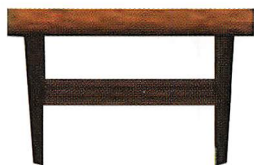
3 DESERT CACTUS



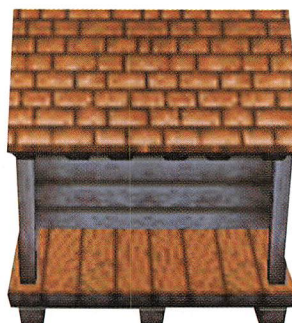
4 SADDLE FENCE



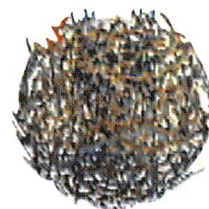
5 WESTERN FENCE



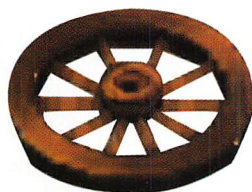
6 STOREFRONT



7 TUMBLEWEED



8 WAGON WHEEL



9 WATERING TROUGH



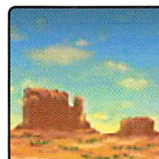
10 WELL



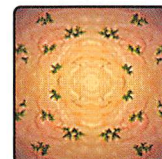
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	COVERED WAGON	2	3,800	-	-	TOM NOOK'S LOTTERY
✓ 2	COW SKULL	1	1,020	-	A	TOM NOOK'S SHOP
✓ 3	DESERT CACTUS	1	890	Green	B	TOM NOOK'S SHOP
✓ 4	SADDLE FENCE	1	2,180	-	-	REDD'S TENT
✓ 5	WESTERN FENCE	1	880	-	A	TOM NOOK'S SHOP
✓ 6	STOREFRONT	2	3,680	-	C	TOM NOOK'S SHOP
✓ 7	TUMBLEWEED	1	520	-	C	TOM NOOK'S SHOP
✓ 8	WAGON WHEEL	1	1,230	-	B	TOM NOOK'S SHOP
✓ 9	WATERING TROUGH	2	1,100	-	B	TOM NOOK'S SHOP
✓ 10	WELL	1	2,700	-	-	REDD'S TENT

Matching Wallpaper and Carpet

WESTERN VISTA



WESTERN DESERT



Chess Theme

- 1 WHITE ROOK 2 BLACK ROOK 3 WHITE QUEEN 4 BLACK QUEEN



- 5 WHITE BISHOP 6 BLACK BISHOP 7 WHITE KING 8 BLACK KING



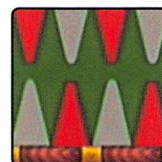
- 9 WHITE KNIGHT 10 BLACK KNIGHT 11 WHITE PAWN 12 BLACK PAWN



NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	WHITE ROOK	1	2,800	-	-	REDD'S TENT
✓ 2	BLACK ROOK	1	2,800	-	-	REDD'S TENT
✓ 3	WHITE QUEEN	1	23,200	-	-	TOM NOOK'S LOTTERY
✓ 4	BLACK QUEEN	1	23,200	-	-	TOM NOOK'S LOTTERY
✓ 5	WHITE BISHOP	1	2,800	-	-	REDD'S TENT
✓ 6	BLACK BISHOP	1	2,800	-	-	REDD'S TENT
✓ 7	WHITE KING	1	23,200	-	-	TOM NOOK'S LOTTERY
✓ 8	BLACK KING	1	23,200	-	-	TOM NOOK'S LOTTERY
✓ 9	WHITE KNIGHT	1	2,800	-	-	REDD'S TENT
✓ 10	BLACK KNIGHT	1	2,800	-	-	REDD'S TENT
✓ 11	WHITE PAWN	1	1,000	-	A	TOM NOOK'S SHOP
✓ 12	BLACK PAWN	1	1,000	-	B	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

BACKGAMMON WALL

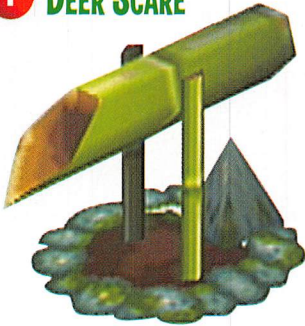


CHESSBOARD RUG

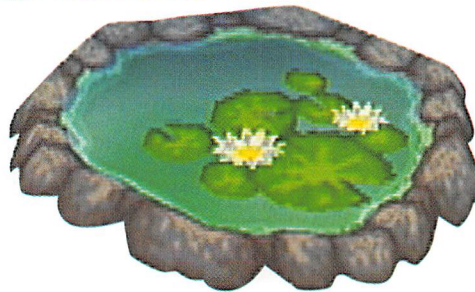


Mossy Garden Theme

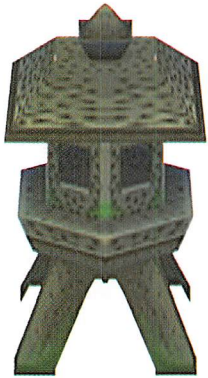
1 DEER SCARE



2 GARDEN POND



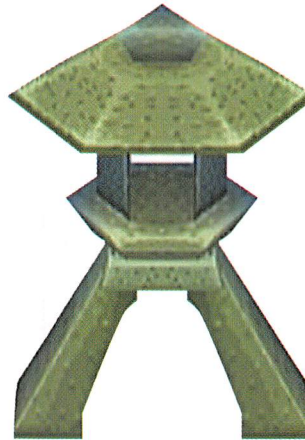
3 LOW LANTERN



4 TALL LANTERN



5 POND LANTERN



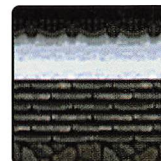
6 SHRINE LANTERN



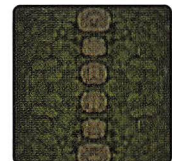
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	DEER SCARE	1	1,800	Green	-	REDD'S TENT
✓ 2	GARDEN POND	4	2,580	-	-	TOM NOOK'S LOTTERY
✓ 3	LOW LANTERN	1	2,100	-	A	TOM NOOK'S SHOP
✓ 4	TALL LANTERN	1	1,980	-	B	TOM NOOK'S SHOP
✓ 5	POND LANTERN	1	1,980	-	C	TOM NOOK'S SHOP
✓ 6	SHRINE LANTERN	1	1,980	-	A	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

MORTAR WALL



MOSSY CARPET



Backyard Theme

1 LAWN MOWER



2 SPRINKLER



3 BACKYARD POOL



4 BARBECUE



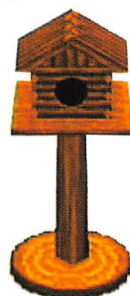
5 BIRD BATH



6 BIRD FEEDER



7 BIRDHOUSE



8 BUG ZAPPER



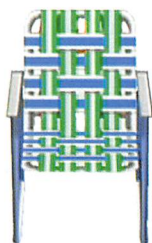
9 GARDEN GNOME



10 HAMMOCK



11 LAWN CHAIR



12 PICNIC TABLE



13 MR. FLAMINGO



14 MRS. FLAMINGO



15 TIKI TORCH



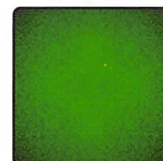
NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	LAWN MOWER	1	2,760	Red	-	REDD'S TENT
✓ 2	SPRINKLER	1	1,640	Yellow	C	TOM NOOK'S SHOP
✓ 3	BACKYARD POOL	4	990	-	-	REDD'S TENT
✓ 4	BARBECUE	1	1,760	Red	B	TOM NOOK'S SHOP
✓ 5	BIRD BATH	1	1,450	Green	A	TOM NOOK'S SHOP
✓ 6	BIRD FEEDER	1	1,260	-	C	TOM NOOK'S SHOP
✓ 7	BIRDHOUSE	1	1,620	-	B	TOM NOOK'S SHOP
✓ 8	BUG ZAPPER	1	1,200	-	A	TOM NOOK'S SHOP
✓ 9	GARDEN GNOME	1	3,380	-	-	TOM NOOK'S LOTTERY
✓ 10	HAMMOCK	2	1,320	-	C	TOM NOOK'S SHOP
✓ 11	LAWN CHAIR	1	1,180	-	A	TOM NOOK'S SHOP
✓ 12	PICNIC TABLE	4	1,390	-	C	TOM NOOK'S SHOP
✓ 13	MR. FLAMINGO	1	1,530	-	B	TOM NOOK'S SHOP
✓ 14	MRS. FLAMINGO	1	1,530	-	A	TOM NOOK'S SHOP
✓ 15	TIKI TORCH	1	870	-	B	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

BACKYARD FENCE WALL

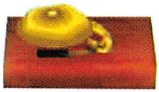


BACKYARD LAWN

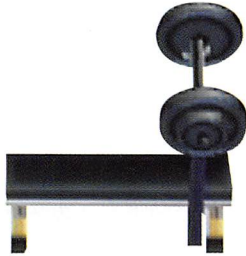


Boxing Theme

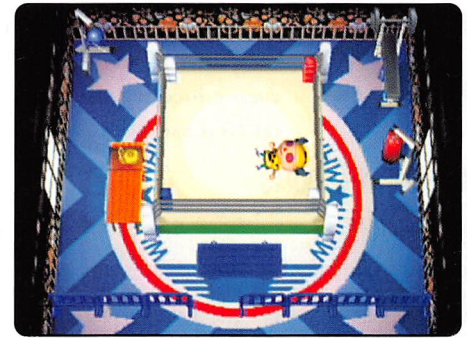
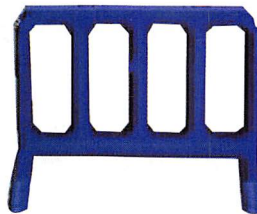
1 JUDGE'S BELL



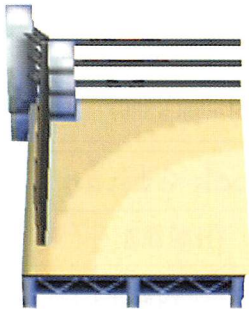
2 WEIGHT BENCH



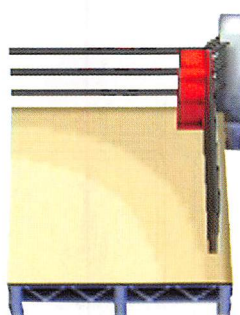
3 BOXING BARRICADE



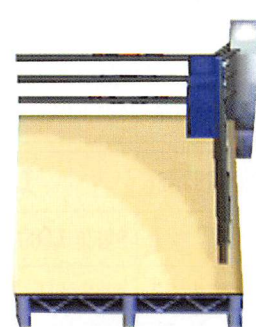
4 NEUTRAL CORNER



5 RED CORNER



6 BLUE CORNER



7 BOXING MAT



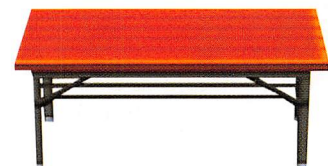
8 SPEED BAG



9 SANDBAG



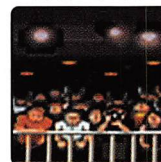
10 RINGSIDE TABLE



NO.	FURNITURE	SIZE	PRICE	FENG SHUI	GROUP	AVAILABLE
✓ 1	JUDGE'S BELL	1	1,790	-	-	REDD'S TENT
✓ 2	WEIGHT BENCH	2	3,590	-	C	TOM NOOK'S SHOP
✓ 3	BOXING BARRICADE	1	1,050	-	C	TOM NOOK'S SHOP
✓ 4	NEUTRAL CORNER	4	5,500	-	A	TOM NOOK'S SHOP
✓ 5	RED CORNER	4	6,800	Red	-	REDD'S TENT
✓ 6	BLUE CORNER	4	6,800	-	-	TOM NOOK'S LOTTERY
✓ 7	BOXING MAT	2	1,180	-	C	TOM NOOK'S SHOP
✓ 8	SPEED BAG	1	2,990	-	A	TOM NOOK'S SHOP
✓ 9	SANDBAG	1	3,190	-	B	TOM NOOK'S SHOP
✓ 10	RINGSIDE TABLE	2	1,320	-	A	TOM NOOK'S SHOP

Matching Wallpaper and Carpet

RINGSIDE SEATING



BOXING RING MAT





Furniture Sets

Furniture sets have all the style of a series or theme, but they're easier to complete because they have fewer pieces. Whimsical, botanical, even educational—there's guaranteed to be a set that meets your needs.

	CITRUS SET		Orange Chair		
	SIZE	1	PRICE 1,300	FENG SHUI Orange	✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP		

READING THE CHARTS

1 Check Mark

When you find an item in the game, make your own check in the space.

2 Size

Size indicates how many squares the item will take up in your home.

3 Price

Price shows how much the item will cost on Tom Nook's showroom floor.

4 Feng Shui

If the item helps your luck, feng shui (see page 53) notes its lucky color. Also, items marked as "Special" make you luckier regardless of color when you place them in your house.

5 Group

Items from one of three probability groups of furniture are most likely to appear in your town. You can find out if your town tends toward Group A, B or C furniture by comparing what pops up in your town with items on these pages.

	CITRUS SET		Orange Chair		
	SIZE	1	PRICE 1,300	FENG SHUI Orange	✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP		

	CITRUS SET		Lemon Table		
	SIZE	1	PRICE 1,500	FENG SHUI Yellow	✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP		


	CITRUS SET		Grapefruit Table		
	SIZE	1	PRICE 1,500	FENG SHUI Red	✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP		


	CITRUS SET		Lime Chair		
	SIZE	1	PRICE 1,300	FENG SHUI Green	✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP		

	FROG SET		Froggy Chair		
	SIZE	1	PRICE 1,200	FENG SHUI Green	✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP		


	FROG SET		Lily-Pad Table		
	SIZE	1	PRICE 1,600	FENG SHUI Green	✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP		

	GUITAR SET		Folk Guitar		
	SIZE	1	PRICE 1,600	FENG SHUI -	✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP		

	GUITAR SET		Country Guitar		
	SIZE	1	PRICE 1,700	FENG SHUI -	✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP		

	GUITAR SET		Rock Guitar		
	SIZE	1	PRICE 1,800	FENG SHUI -	✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP		

	TEDDY BEAR SET		Papa Bear		
	SIZE	4	PRICE 2,200	FENG SHUI -	✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP		

	TEDDY BEAR SET		Mama Bear		
	SIZE	1	PRICE 1,600	FENG SHUI -	✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP		

	TEDDY BEAR SET		Baby Bear		
	SIZE	1	PRICE 800	FENG SHUI -	✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP		

	STRING INSTRUMENT SET		Violin		
	SIZE	1	PRICE 2,200	FENG SHUI -	✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP		

	STRING INSTRUMENT SET		Bass		
	SIZE	1	PRICE 2,400	FENG SHUI -	✓
	GROUP	-	AVAILABLE REDD'S TENT		

STRING INSTRUMENT SET **Cello**

SIZE	1	PRICE 1,800	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		

FIGURINE SET **Keiko Figurine**

SIZE	1	PRICE 800	FENG SHUI -	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		

FIGURINE SET **Yuki Figurine**

SIZE	1	PRICE 800	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		

FIGURINE SET **Yoko Figurine**

SIZE	1	PRICE 800	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		

FIGURINE SET **Aiko Figurine**

SIZE	1	PRICE 800	FENG SHUI -	✓
GROUP	C	AVAILABLE REDD'S TENT		

FIGURINE SET **Maki Figurine**

SIZE	1	PRICE 800	FENG SHUI -	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		

FIGURINE SET **Naomi Figurine**

SIZE	1	PRICE 800	FENG SHUI -	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		

FIGURINE SET **Emi Figurine**

SIZE	1	PRICE 800	FENG SHUI -	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		

CACTUS SET **Tall Cactus**

SIZE	1	PRICE 1,700	FENG SHUI GREEN	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		

CACTUS SET **Round Cactus**

SIZE	1	PRICE 1,700	FENG SHUI GREEN	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		

CACTUS SET **Cactus**

SIZE	1	PRICE 1,700	FENG SHUI GREEN	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		

VENDING MACHINE SET **Candy Machine**

SIZE	1	PRICE 2,200	FENG SHUI -	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		

VENDING MACHINE SET **Soda Machine**

SIZE	1	PRICE 1,700	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		

VENDING MACHINE SET **Pop Machine**

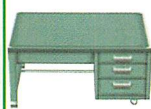
SIZE	1	PRICE 3,250	FENG SHUI -	✓
GROUP	-	AVAILABLE TOM NOOK'S LOTTERY		

VENDING MACHINE SET **Coffee Machine**

SIZE	1	PRICE 2,100	FENG SHUI -	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		

OFFICE SET **Office Locker**

SIZE	1	PRICE 1,200	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		

OFFICE SET **Office Desk**

SIZE	2	PRICE 1,600	FENG SHUI -	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		

OFFICE SET **Office Chair**


SIZE	1	PRICE 1,100	FENG SHUI -	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		


MELON SET **Watermelon Chair**


SIZE	1	PRICE 1,300	FENG SHUI RED	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		


MELON SET **Melon Chair**

SIZE	1	PRICE 1,300	FENG SHUI YELLOW	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		

	MELON SET Watermelon Table			
	SIZE	4	PRICE 1,800	FENG SHUI RED <input checked="" type="checkbox"/>
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	VASE SET Blue Vase			
	SIZE	1	PRICE 2,500	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

	VASE SET Tea Vase			
	SIZE	1	PRICE 2,400	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

	VASE SET Red Vase			
	SIZE	1	PRICE 2,450	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	TOTEM POLE SET Eagle Pole			
	SIZE	1	PRICE 1,400	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	TOTEM POLE SET Raven Pole			
	SIZE	1	PRICE 1,400	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

	TOTEM POLE SET Bear Pole			
	SIZE	1	PRICE 1,400	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	TOTEM POLE SET Frog Woman Pole			
	SIZE	1	PRICE 1,400	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	-	AVAILABLE REDD'S TENT	

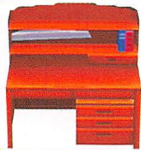
	DRUM SET Conga Drum			
	SIZE	1	PRICE 1,600	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

	DRUM SET Tinpano Drum			
	SIZE	1	PRICE 2,100	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	-	AVAILABLE REDD'S TENT	


	DRUM SET Djimbe Drum			
	SIZE	1	PRICE 1,900	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


	PINE WOOD SET Pine Table			
	SIZE	4	PRICE 2,280	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	PINE WOOD SET Pine Chair			
	SIZE	1	PRICE 1,800	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	STUDY SET Writing Desk			
	SIZE	2	PRICE 1,900	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

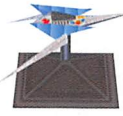
	STUDY SET Globe			
	SIZE	1	PRICE 1,200	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

	STUDY SET Writing Chair			
	SIZE	1	PRICE 1,000	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

	BONSAI SET Pine Bonsai			
	SIZE	1	PRICE 1,800	FENG SHUI GREEN <input checked="" type="checkbox"/>
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

	BONSAI SET Mugho Bonsai			
	SIZE	1	PRICE 1,800	FENG SHUI GREEN <input checked="" type="checkbox"/>
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

	BONSAI SET Ponderosa Bonsai			
	SIZE	1	PRICE 1,800	FENG SHUI GREEN <input checked="" type="checkbox"/>
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	NINTENDO SET Arwing			
	SIZE	4	PRICE 25,600	FENG SHUI - <input checked="" type="checkbox"/>
	GROUP	-	AVAILABLE TOM NOOK'S LOTTERY	

NINTENDO SET **Master Sword**

SIZE	1	PRICE	2,800	FENG SHUI	-	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP				

NINTENDO SET **N Logo**

SIZE	1	PRICE	2,400	FENG SHUI	-	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP				

NINTENDO SET **G Logo**

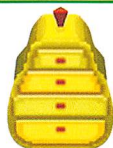
SIZE	1	PRICE	2,500	FENG SHUI	SPECIAL	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP				

LUCKY NINTENDO SET **Mario Trophy**

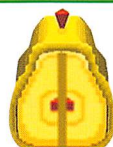
SIZE	1	PRICE	7,000	FENG SHUI	SPECIAL	✓
GROUP	-	AVAILABLE TOM NOOK'S LOTTERY				

LUCKY NINTENDO SET **Luigi Trophy**

SIZE	1	PRICE	7,000	FENG SHUI	SPECIAL	✓
GROUP	-	AVAILABLE REDD'S TENT				

PEAR SET **Pear Dresser**

SIZE	1	PRICE	1,600	FENG SHUI	-	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP				

PEAR SET **Pear Wardrobe**

SIZE	1	PRICE	1,400	FENG SHUI	-	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP				

APPLE SET **Apple Clock**

SIZE	1	PRICE	1,200	FENG SHUI	-	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP				

APPLE SET **Apple TV**

SIZE	1	PRICE	1,600	FENG SHUI	-	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP				

ROBOT SET **Robo-Stereo**

SIZE	1	PRICE	2,200	FENG SHUI	-	✓
GROUP	-	AVAILABLE TOM NOOK'S LOTTERY				

ROBOT SET **Robo-Clock**

SIZE	1	PRICE	1,400	FENG SHUI	-	✓
GROUP	-	AVAILABLE REDD'S TENT				

RED FLOWER SET **Tulip Table**

SIZE	1	PRICE	1,900	FENG SHUI	-	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP				

RED FLOWER SET **Tulip Chair**

SIZE	1	PRICE	1,400	FENG SHUI	-	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP				

YELLOW FLOWER SET **Daffodil Table**

SIZE	1	PRICE	1,900	FENG SHUI	-	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP				

YELLOW FLOWER SET **Daffodil Chair**

SIZE	1	PRICE	1,400	FENG SHUI	-	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP				

IRIS FLOWER SET **Iris Table**

SIZE	1	PRICE	1,900	FENG SHUI	-	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP				

IRIS FLOWER SET **Iris Chair**

SIZE	1	PRICE	1,400	FENG SHUI	-	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP				



Other Furniture

Though you may fill most of your house with furniture series, themes and sets, keep your eye out for fascinating items that could give a corner of your house that special touch. See page 102 for a key to reading the charts.



PAINTINGS

	Famous Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	-	AVAILABLE REDD'S TENT		

	Scary Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	-	AVAILABLE REDD'S TENT		

	Basic Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	-	AVAILABLE REDD'S TENT		

	Moving Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	-	AVAILABLE REDD'S TENT		


	Flowery Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	-	AVAILABLE REDD'S TENT		


	Common Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	-	AVAILABLE REDD'S TENT		


	Quaint Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	-	AVAILABLE REDD'S TENT		

	Dainty Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	-	AVAILABLE REDD'S TENT		


	Amazing Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	-	AVAILABLE REDD'S TENT		


	Strange Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP		

	Rare Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP		

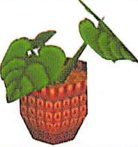
	Classic Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP		


	Perfect Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP		


	Fine Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP		


	Worthy Painting				
	SIZE	1	PRICE 1,960	FENG SHUI -	✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP		


HOUSE PLANTS


	Caladium			
	SIZE	1	PRICE 1,300	FENG SHUI GREEN ✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	Lady Palm			
	SIZE	1	PRICE 1,200	FENG SHUI GREEN ✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	Aloe			
	SIZE	1	PRICE 1,200	FENG SHUI GREEN ✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


	Bromeliaceae			
	SIZE	1	PRICE 1,300	FENG SHUI GREEN ✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

	Coconut Palm			
	SIZE	1	PRICE 1,200	FENG SHUI GREEN ✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


	Snake Plant			
	SIZE	1	PRICE 1,200	FENG SHUI GREEN ✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	Dracaena			
	SIZE	1	PRICE 2,000	FENG SHUI SPECIAL ✓
	GROUP	-	AVAILABLE TOM NOOK'S LOTTERY	


	Rubber Tree			
	SIZE	1	PRICE 1,300	FENG SHUI GREEN ✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


	Pothos			
	SIZE	1	PRICE 1,300	FENG SHUI GREEN ✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

	Fan Palm			
	SIZE	1	PRICE 1,300	FENG SHUI GREEN ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


	Weeping Fig			
	SIZE	1	PRICE 1,200	FENG SHUI GREEN ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


	Corn Plant			
	SIZE	1	PRICE 1,300	FENG SHUI GREEN ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


	Croton			
	SIZE	1	PRICE 1,300	FENG SHUI GREEN ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


	Pachira			
	SIZE	1	PRICE 1,200	FENG SHUI GREEN ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

BONSAI TREES

	Plum Bonsai			
	SIZE	1	PRICE 1,900	FENG SHUI RED ✓
	GROUP	-	AVAILABLE TOM NOOK'S LOTTERY	


	Quince Bonsai			
	SIZE	1	PRICE 1,600	FENG SHUI RED ✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	Azalea Bonsai			
	SIZE	1	PRICE 1,500	FENG SHUI GREEN ✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


	Jasmine Bonsai			
	SIZE	1	PRICE 1,700	FENG SHUI GREEN ✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

BONSAI TREES


CONTINUED


	Maple Bonsai			
	SIZE	1	PRICE 1,700	FENG SHUI ORANGE ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


	Hawthorn Bonsai			
	SIZE	1	PRICE 1,800	FENG SHUI GREEN ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	Holly Bonsai			
	SIZE	1	PRICE 1,600	FENG SHUI GREEN ✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


ARRANGED FLOWERS


	Gerbera			
	SIZE	1	PRICE 780	FENG SHUI ORANGE ✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	Sunflower			
	SIZE	1	PRICE 980	FENG SHUI YELLOW ✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


	Daffodil			
	SIZE	1	PRICE 680	FENG SHUI - ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


STEREO SYSTEMS


	Reel-to-Reel			
	SIZE	1	PRICE 2,000	FENG SHUI - ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


	Tape Deck			
	SIZE	1	PRICE 700	FENG SHUI - ✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	CD Player			
	SIZE	1	PRICE 1,600	FENG SHUI - ✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


	Phonograph			
	SIZE	1	PRICE 1,840	FENG SHUI - ✓
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

	Turntable			
	SIZE	1	PRICE 2,580	FENG SHUI - ✓
	GROUP	-	AVAILABLE REDD'S TENT	


	Jukebox			
	SIZE	1	PRICE 3,850	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S LOTTERY	

	Red Boombox			
	SIZE	1	PRICE 1,500	FENG SHUI RED ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	White Boombox			
	SIZE	1	PRICE 1,500	FENG SHUI - ✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

	Retro Stereo			
	SIZE	2	PRICE 2,160	FENG SHUI - ✓
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	Gold Stereo			
	SIZE	2	PRICE 2,640	FENG SHUI - ✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

	High-End Stereo			
	SIZE	2	PRICE 2,750	FENG SHUI - ✓
	GROUP	-	AVAILABLE REDD'S TENT	



Hi-Fi Stereo

SIZE	2	PRICE	24,000	FENG SHUI	-	✓
GROUP	-	AVAILABLE TOM NOOK'S LOTTERY				



Lovely Stereo

SIZE	2	PRICE	1,980	FENG SHUI	-	✓
GROUP	-	AVAILABLE REDD'S TENT				



Dice Stereo

SIZE	2	PRICE	2,150	FENG SHUI	-	✓
GROUP	-	AVAILABLE REDD'S TENT				

CLOCKS



Alarm Clock

SIZE	1	PRICE	1,000	FENG SHUI	-	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP				



Kitschy Clock

SIZE	1	PRICE	1,800	FENG SHUI	-	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP				



Antique Clock

SIZE	1	PRICE	2,350	FENG SHUI	-	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP				



Glow Clock

SIZE	1	PRICE	1,500	FENG SHUI	-	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP				



Odd Clock

SIZE	1	PRICE	1,800	FENG SHUI	-	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP				



Red Clock

SIZE	1	PRICE	1,300	FENG SHUI	-	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP				



Cube Clock

SIZE	1	PRICE	1,100	FENG SHUI	-	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP				



Owl Clock

SIZE	1	PRICE	1,300	FENG SHUI	-	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP				

MUSICAL INSTRUMENTS



Ebony Piano

SIZE	4	PRICE	3,800	FENG SHUI	-	✓
GROUP	-	AVAILABLE REDD'S TENT				



Ivory Piano

SIZE	4	PRICE	3,500	FENG SHUI	-	✓
GROUP	-	AVAILABLE TOM NOOK'S LOTTERY				



Vibraphone

SIZE	2	PRICE	1,900	FENG SHUI	-	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP				



Harp

SIZE	1	PRICE	1,700	FENG SHUI	-	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP				



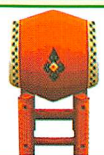
Metronome

SIZE	1	PRICE	1,000	FENG SHUI	-	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP				



Biwa Lute


SIZE	1	PRICE	1,800	FENG SHUI	-	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP				




Taiko Drum

SIZE	1	PRICE	1,300	FENG SHUI	-	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP				


GOLF BAGS


	Green Golf Bag			
	SIZE	1	PRICE 1,600	FENG SHUI -
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	White Golf Bag			
	SIZE	1	PRICE 1,600	FENG SHUI -
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


	Blue Golf Bag			
	SIZE	1	PRICE 1,600	FENG SHUI -
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

CHAIRS AND SOFAS

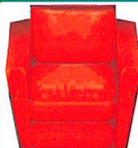
	Ruby Econo-Chair			
	SIZE	1	PRICE 800	FENG SHUI ORANGE
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	Rocking Chair			
	SIZE	1	PRICE 1,400	FENG SHUI -
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

	Gold Econo-Chair			
	SIZE	1	PRICE 800	FENG SHUI YELLOW
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

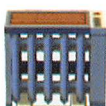
	Jade Econo-Chair			
	SIZE	1	PRICE 800	FENG SHUI GREEN
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	Red Sofa			
	SIZE	2	PRICE 2,050	FENG SHUI RED
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


	Red Armchair			
	SIZE	1	PRICE 1,800	FENG SHUI RED
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

	Cream Sofa			
	SIZE	2	PRICE 2,000	FENG SHUI -
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


HOUSEHOLD ITEMS

	Radiator			
	SIZE	1	PRICE 2,380	FENG SHUI -
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	Potbelly Stove			
	SIZE	1	PRICE 2,000	FENG SHUI -
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

	Retro TV			
	SIZE	1	PRICE 1,600	FENG SHUI -
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

	Wide-Screen TV			
	SIZE	2	PRICE 2,200	FENG SHUI -
	GROUP	-	AVAILABLE REDD'S TENT	

	Toilet			
	SIZE	1	PRICE 1,800	FENG SHUI -
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	Super Toilet			
	SIZE	1	PRICE 1,980	FENG SHUI -
	GROUP	-	AVAILABLE REDD'S TENT	

	Barrel			
	SIZE	1	PRICE 800	FENG SHUI -
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	



Keg

SIZE	1	PRICE 800	FENG SHUI -	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		



Computer

SIZE	1	PRICE 1,820	FENG SHUI -	✓
GROUP	-	AVAILABLE REDD'S TENT		



Refrigerator

SIZE	1	PRICE 1,200	FENG SHUI -	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		



Extinguisher

SIZE	1	PRICE 1,300	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		



Stove

SIZE	1	PRICE 1,980	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		



Birdcage

SIZE	1	PRICE 1,700	FENG SHUI RED	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		



Orange Box

SIZE	1	PRICE 80	FENG SHUI -	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		



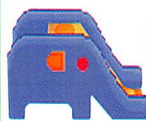
Glass-Top Table

SIZE	2	PRICE 2,200	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		



Scale

SIZE	1	PRICE 1,200	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		



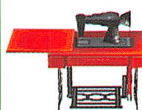
Elephant Slide

SIZE	2	PRICE 1,200	FENG SHUI -	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		



Garbage Can

SIZE	1	PRICE 500	FENG SHUI -	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		



Sewing Machine

SIZE	2	PRICE 1,350	FENG SHUI -	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		



Trash Bin

SIZE	1	PRICE 500	FENG SHUI -	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		



Billiard Table

SIZE	2	PRICE 1,800	FENG SHUI -	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		



Fan

SIZE	1	PRICE 1,200	FENG SHUI -	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		



Pineapple Bed

SIZE	2	PRICE 1,990	FENG SHUI -	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		



Bus Stop

SIZE	1	PRICE 820	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		

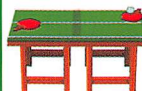


Table Tennis

SIZE	2	PRICE 1,800	FENG SHUI -	✓
GROUP	B	AVAILABLE TOM NOOK'S SHOP		



Space Heater

SIZE	1	PRICE 1,700	FENG SHUI -	✓
GROUP	A	AVAILABLE TOM NOOK'S SHOP		





Train Set


SIZE	4	PRICE 1,600	FENG SHUI GREEN	✓
GROUP	C	AVAILABLE TOM NOOK'S SHOP		


HOUSEHOLD ITEMS

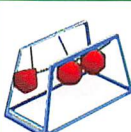
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	Water Bird			
	SIZE	1	PRICE 1,400	FENG SHUI -
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


	Wobbelina			
	SIZE	1	PRICE 700	FENG SHUI -
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	Slot Machine			
	SIZE	1	PRICE 777	FENG SHUI -
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	


	Barber's Pole			
	SIZE	1	PRICE 1,600	FENG SHUI -
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


	Executive Toy			
	SIZE	1	PRICE 1,100	FENG SHUI -
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	


	Mochi Pestle			
	SIZE	1	PRICE 1,400	FENG SHUI -
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	


	Tea Set			
	SIZE	1	PRICE 300	FENG SHUI -
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

	Nook's Portrait			
	SIZE	1	PRICE 480	FENG SHUI -
	GROUP	-	AVAILABLE TOM NOOK'S LOTTERY	


	Chess Table			
	SIZE	1	PRICE 2,200	FENG SHUI -
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	Tanabata Palm			
	SIZE	1	PRICE 1,925	FENG SHUI SPECIAL
	GROUP	-	AVAILABLE REDD'S TENT	

	Hinaningyo			
	SIZE	4	PRICE 2,560	FENG SHUI SPECIAL
	GROUP	-	AVAILABLE REDD'S TENT	

	Samurai Suit			
	SIZE	1	PRICE 4,500	FENG SHUI SPECIAL
	GROUP	-	AVAILABLE TOM NOOK'S LOTTERY	

HOLIDAY ITEMS


	Cornucopia			
	SIZE	1	PRICE 1,880	FENG SHUI -
	GROUP	-	AVAILABLE HARVEST FESTIVAL (SEE PAGE 72)	

	Festive Candle			
	SIZE	1	PRICE 1,600	FENG SHUI -
	GROUP	-	AVAILABLE TOM NOOK'S SHOP / FROM DEC. 26TH THROUGH 31ST	

	Festive Flag			
	SIZE	1	PRICE 680	FENG SHUI -
	GROUP	-	AVAILABLE TOM NOOK'S SHOP / FROM DEC. 26TH THROUGH 31ST	

	Big Festive Tree			
	SIZE	4	PRICE 2,480	FENG SHUI SPECIAL
	GROUP	-	AVAILABLE TOM NOOK'S SHOP / FROM DEC. 1ST THROUGH 24TH	

	Festive Tree			
	SIZE	1	PRICE 1,300	FENG SHUI SPECIAL
	GROUP	-	AVAILABLE TOM NOOK'S SHOP / FROM DEC. 1ST THROUGH 24TH	

	Birthday Cake			
	SIZE	1	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE MOTHER SENDS IT ON YOUR BIRTHDAY	



Jack-o'-Lantern

SIZE	1	PRICE -	FENG SHUI ORANGE	✓
GROUP	-	AVAILABLE HALLOWEEN TRICK (SEE PAGE 70)		



Jack-in-the-Box

SIZE	1	PRICE 4,124	FENG SHUI -	✓
GROUP	-	AVAILABLE HALLOWEEN TRICK (SEE PAGE 70)		



Bottle Rocket

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE FIREWORKS SHOW (SEE PAGE 67)		

CLASSIC NES GAMES



Golf

SIZE	1	PRICE 3,000	FENG SHUI RED	✓
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Punchout

SIZE	1	PRICE -	FENG SHUI RED	✓
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Baseball

SIZE	1	PRICE -	FENG SHUI RED	✓
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Clu Clu Land D

SIZE	1	PRICE -	FENG SHUI RED	✓
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Clu Clu Land

SIZE	1	PRICE 3,000	FENG SHUI -	✓
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Donkey Kong 3

SIZE	1	PRICE -	FENG SHUI RED	✓
------	---	---------	---------------	---



Donkey Kong Jr

SIZE	1	PRICE -	FENG SHUI RED	✓
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Soccer

SIZE	1	PRICE -	FENG SHUI RED	✓
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Excitebike

SIZE	1	PRICE 3,000	FENG SHUI RED	✓
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Wario's Woods

SIZE	1	PRICE -	FENG SHUI RED	✓
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NES Console

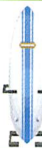
SIZE	1	PRICE 3,000	FENG SHUI -	✓
GROUP	-	AVAILABLE REDD'S TENT		


ISLAND ITEMS

	Treasure Chest				
	SIZE	1	PRICE -	FENG SHUI SPECIAL	✓
	GROUP	-	AVAILABLE ANIMAL ISLAND (SEE PAGE 60)		

	Beach Chair				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE ANIMAL ISLAND (SEE PAGE 60)		


	Beach Table				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE ANIMAL ISLAND (SEE PAGE 60)		


	Surfboard				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE ANIMAL ISLAND (SEE PAGE 60)		

	Wave Breaker				
	SIZE	4	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE ANIMAL ISLAND (SEE PAGE 60)		


	Snowcone Machine				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE ANIMAL ISLAND (SEE PAGE 60)		


	Ukulele				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE ANIMAL ISLAND (SEE PAGE 60)		


	Diver Dan				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE ANIMAL ISLAND (SEE PAGE 60)		


	Life Ring				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE ANIMAL ISLAND (SEE PAGE 60)		

WORLD ICONS

	Shogi Piece				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		


	Tribal Mask				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		


	Matryoshka				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		

	Tiger Bobblehead				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		

	Moai Statue				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		

	Pagoda				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		

	Fishing Bear				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		

	Mouth of Truth				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		

	Chinese Lioness				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Chinese Lion

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Compass

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Tower of Pisa

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Merlion

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Manekin Pis

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



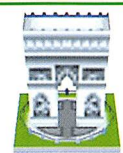
Tokyo Tower

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Lady Liberty

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Arc de Triomphe

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Stone Coin

SIZE	2	PRICE -	FENG SHUI RED	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Mermaid Statue

SIZE	2	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Plate Armor

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE GULLIVER (SEE PAGE 36)		



Bottled Ship

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE EXPLORER'S DAY (SEE PAGE 70)		



Chocolates

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE TORTIMER (SEE PAGE 76)		



Mailbox

SIZE	1	PRICE -	FENG SHUI SPECIAL	✓
GROUP	-	AVAILABLE HAVE 100,000,000 BELLS IN POST OFFICE SAVINGS		



Piggy Bank

SIZE	1	PRICE -	FENG SHUI SPECIAL	✓
GROUP	-	AVAILABLE HAVE 100,000,000 BELLS IN POST OFFICE SAVINGS		



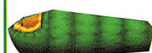
Mountain Bike

SIZE	2	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE SUMMER CAMPERS (SEE PAGE 76)		



Propane Stove

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE SUMMER CAMPERS (SEE PAGE 76)		



Sleeping Bag

SIZE	2	PRICE -	FENG SHUI GREEN	✓
GROUP	-	AVAILABLE SUMMER CAMPERS (SEE PAGE 76)		



Lovely Phone


SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE MOTHER'S DAY (SEE PAGE 66)		


MEMENTOS AND MODELS


MEMENTOS AND MODELS


CONTINUED


	Backpack			
	SIZE	1	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE SUMMER CAMPERS (SEE PAGE 76)	


	Bonfire			
	SIZE	4	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE SUMMER CAMPERS (SEE PAGE 76)	

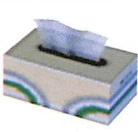
	Campfire			
	SIZE	1	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE SUMMER CAMPERS (SEE PAGE 76)	

	Tent Model			
	SIZE	1	PRICE -	FENG SHUI YELLOW
	GROUP	-	AVAILABLE SUMMER CAMPERS (SEE PAGE 76)	

	Cooler			
	SIZE	1	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE SUMMER CAMPERS (SEE PAGE 76)	


	Kayak			
	SIZE	1	PRICE -	FENG SHUI YELLOW
	GROUP	-	AVAILABLE SUMMER CAMPERS (SEE PAGE 76)	


	Lantern			
	SIZE	1	PRICE -	FENG SHUI RED
	GROUP	-	AVAILABLE SUMMER CAMPERS (SEE PAGE 76)	


	Tissue			
	SIZE	1	PRICE -	FENG SHUI SPECIAL
	GROUP	-	AVAILABLE HAVE 100,000,000 BELLS IN POST OFFICE SAVINGS	

	Post Model			
	SIZE	1	PRICE -	FENG SHUI SPECIAL
	GROUP	-	AVAILABLE HAVE 999,000 BELLS IN POST OFFICE SAVINGS	


	House Model			
	SIZE	1	PRICE -	FENG SHUI SPECIAL
	GROUP	-	AVAILABLE HAVE 70,000 FROM HAPPY ROOM ACADEMY	


	Manor Model			
	SIZE	1	PRICE -	FENG SHUI SPECIAL
	GROUP	-	AVAILABLE HAVE 100,000 FROM HAPPY ROOM ACADEMY	


	Museum Model			
	SIZE	2	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE COMPLETE ALL MUSEUM EXHIBITS	

	Lighthouse Model			
	SIZE	1	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE TORTIMER (SEE PAGE 76)	


	Grass Model			
	SIZE	1	PRICE 1,200	FENG SHUI GREEN
	GROUP	A	AVAILABLE TOM NOOK'S SHOP	

	Track Model			
	SIZE	1	PRICE 1,400	FENG SHUI -
	GROUP	B	AVAILABLE TOM NOOK'S SHOP	

	Dirt Model			
	SIZE	1	PRICE 1,200	FENG SHUI -
	GROUP	C	AVAILABLE TOM NOOK'S SHOP	

	Tree Model			
	SIZE	1	PRICE -	FENG SHUI GREEN
	GROUP	-	AVAILABLE NATURE DAY (SEE PAGE 65)	

	Pink Tree Model			
	SIZE	1	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE CHERRY BLOSSOM FESTIVAL (SEE PAGE 65)	

	Weed Model			
	SIZE	1	PRICE 820	FENG SHUI GREEN
	GROUP	-	AVAILABLE FOUNDER'S DAY (SEE PAGE 68)	



Shop Model

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE LABOR DAY (SEE PAGE 69)		



Well Model

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE MAYOR'S DAY (SEE PAGE 72)		



Police Model

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE OFFICER'S DAY (SEE PAGE 72)		



Market Model

SIZE	1	PRICE -	FENG SHUI GREEN	✓
GROUP	-	AVAILABLE SALE DAY (SEE PAGE 73)		



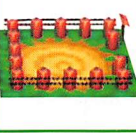
Katrina's Tent

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE HALLOWEEN (SEE PAGE 70)		



Tailor Model

SIZE	1	PRICE -	FENG SHUI RED	✓
GROUP	-	AVAILABLE GRADUATION DAY (SEE PAGE 66)		



Dump Model

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE SPRING CLEANING (SEE PAGE 66)		



Spring Medal

SIZE	1	PRICE -	FENG SHUI SPECIAL	✓
GROUP	-	AVAILABLE SPRING SPORTS FAIR (SEE PAGE 65)		



Autumn Medal

SIZE	1	PRICE -	FENG SHUI SPECIAL	✓
GROUP	-	AVAILABLE FALL SPORTS FAIR (SEE PAGE 69)		



Noisemaker

SIZE	1	PRICE -	FENG SHUI RED	✓
GROUP	-	AVAILABLE NEW YEAR'S EVE (SEE PAGE 75)		



Telescope

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE METEOR SHOWER (SEE PAGE 68)		



Super Tortimer

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE APRIL FOOLS' DAY (SEE PAGE 65)		



Crab Stew

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE IGLOO RESIDENT (SEE PAGE 76)		



Fireplace

SIZE	2	PRICE -	FENG SHUI RED	✓
GROUP	-	AVAILABLE IGLOO RESIDENT (SEE PAGE 76)		



Snowy Tree Model

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE IGLOO RESIDENT (SEE PAGE 76)		



Chowder

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE IGLOO RESIDENT (SEE PAGE 76)		



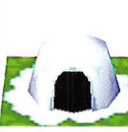
Snowboard

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE IGLOO RESIDENT (SEE PAGE 76)		



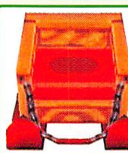
Snow Bunny

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE IGLOO RESIDENT (SEE PAGE 76)		



Igloo Model

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE IGLOO RESIDENT (SEE PAGE 76)		



Sleigh

SIZE	1	PRICE -	FENG SHUI -	✓
GROUP	-	AVAILABLE IGLOO RESIDENT (SEE PAGE 76)		


MEMENTOS AND MODELS

CONTINUED


	Angler Trophy				
	SIZE	1	PRICE -	FENG SHUI SPECIAL	✓
	GROUP	-	AVAILABLE SUMMER FISHING TOURNEY (SEE PAGE 66)		


	Fishing Trophy				
	SIZE	1	PRICE -	FENG SHUI SPECIAL	✓
	GROUP	-	AVAILABLE FALL FISHING TOURNEY (SEE PAGE 72)		

	Snowman				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE SNOW DAY (SEE PAGE 74)		

	Aerobics Radio				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE MORNING AEROBICS (SEE PAGES 67-68)		

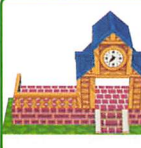
	Moon				
	SIZE	4	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE HARVEST MOON (SEE PAGE 69)		


	Locomotive Model				
	SIZE	1	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE FATHER'S DAY (SEE PAGE 66)		

	Train Car Model				
	SIZE	1	PRICE 2,500	FENG SHUI -	✓
	GROUP	B	AVAILABLE TOM NOOK'S SHOP		

	Station Model 1				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		

	Station Model 2				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		


	Station Model 3				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		

	Station Model 4				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		

	Station Model 5				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		

	Station Model 6				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		

	Station Model 7				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		


	Station Model 8				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		

	Station Model 9				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		

	Station Model 10				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		

	Station Model 11				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		


	Station Model 12				
	SIZE	2	PRICE -	FENG SHUI -	✓
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)		

	Station Model 13			
	SIZE	2	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)	

	Station Model 14			
	SIZE	2	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)	

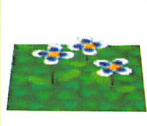
	Station Model 15			
	SIZE	2	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE "YOUR HOMETOWN" DAY (SEE PAGE 67)	

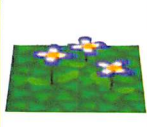
	Cosmos Model B.			
	SIZE	1	PRICE 910	FENG SHUI -
	GROUP	-	AVAILABLE GROUNDHOG DAY (SEE PAGE 64)	

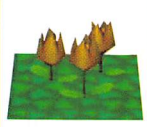
	Cosmos Model Y.			
	SIZE	1	PRICE 910	FENG SHUI YELLOW
	GROUP	-	AVAILABLE GROUNDHOG DAY (SEE PAGE 64)	

	Cosmos Model P.			
	SIZE	1	PRICE 910	FENG SHUI -
	GROUP	-	AVAILABLE GROUNDHOG DAY (SEE PAGE 64)	

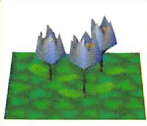
	Pansy Model Y.			
	SIZE	1	PRICE 930	FENG SHUI YELLOW
	GROUP	-	AVAILABLE GROUNDHOG DAY (SEE PAGE 64)	

	Pansy Model W.			
	SIZE	1	PRICE 930	FENG SHUI -
	GROUP	-	AVAILABLE GROUNDHOG DAY (SEE PAGE 64)	

	Pansy Model P.			
	SIZE	1	PRICE 930	FENG SHUI -
	GROUP	-	AVAILABLE GROUNDHOG DAY (SEE PAGE 64)	

	Tulip Model Y.			
	SIZE	1	PRICE 940	FENG SHUI YELLOW
	GROUP	-	AVAILABLE GROUNDHOG DAY (SEE PAGE 64)	

	Tulip Model R.			
	SIZE	1	PRICE 940	FENG SHUI RED
	GROUP	-	AVAILABLE GROUNDHOG DAY (SEE PAGE 64)	

	Tulip Model W.			
	SIZE	1	PRICE 940	FENG SHUI -
	GROUP	-	AVAILABLE GROUNDHOG DAY (SEE PAGE 64)	

	Miniature Car			
	SIZE	1	PRICE -	FENG SHUI RED
	GROUP	-	AVAILABLE TOY DAY (SEE PAGE 74)	


	Dolly			
	SIZE	1	PRICE -	FENG SHUI -
	GROUP	-	AVAILABLE TOY DAY (SEE PAGE 74)	

Pull into All of the Stations

Though there are 15 types of Station Models, you can find only one of them in your own town. It will correspond to the style of your town's Train Station. If you want to collect all 15 Station Models, you'll need to search far and wide for players who live in towns that have the other 14 styles of Train Stations. If they've found their own Station Models, you may be able to persuade them to give—or sell—a model to you.




JOURNALS AND DIARIES

Scroll				
	SIZE	1	PRICE 1,200	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	


Pink Plaid Pad				
	SIZE	1	PRICE 320	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	


Blue Polka Pad				
	SIZE	1	PRICE 320	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	


Green Plaid Pad				
	SIZE	1	PRICE 320	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	

Red Polka Pad				
	SIZE	1	PRICE 320	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	


Yellow Plaid Pad				
	SIZE	1	PRICE 320	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	


Calligraphy Pad				
	SIZE	1	PRICE 860	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	


College Rule				
	SIZE	1	PRICE 180	FENG SHUI - ✓
	GROUP	-	AVAILABLE In your house from the beginning of the game	


School Pad				
	SIZE	1	PRICE 200	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	

Organizer				
	SIZE	1	PRICE 1,260	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	

Diary				
	SIZE	1	PRICE 1,450	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	

Journal				
	SIZE	1	PRICE 280	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	

Pink Diary				
	SIZE	1	PRICE 870	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	

Captain's Log				
	SIZE	1	PRICE 980	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	

Blue Diary				
	SIZE	1	PRICE 880	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	

French Notebook				
	SIZE	1	PRICE 1,250	FENG SHUI - ✓
	GROUP	-	AVAILABLE TOM NOOK'S SHOP	





Fascinating Furniture

You can often use the functional furniture you find. Open drawers, put stuff on tables, play K.K. Slider's songs on hi-fi equipment—you can do plenty of everyday things with items. But there are also unexpected surprises in the game, plus a whole world of models you can use to build a miniature town inside your home!

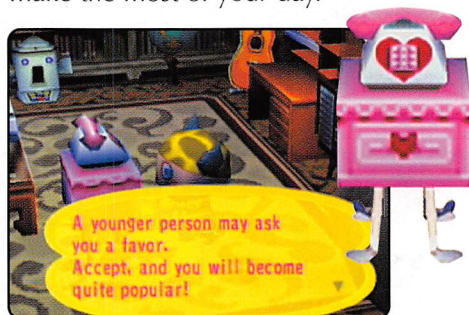


Weird, Wonderful and . . . Aerobic

If you find yourself with an item that looks unusual to you, face the object while it's in your home then press the A Button—you may activate an interesting result. Take a look at three objects that produce the unexpected.

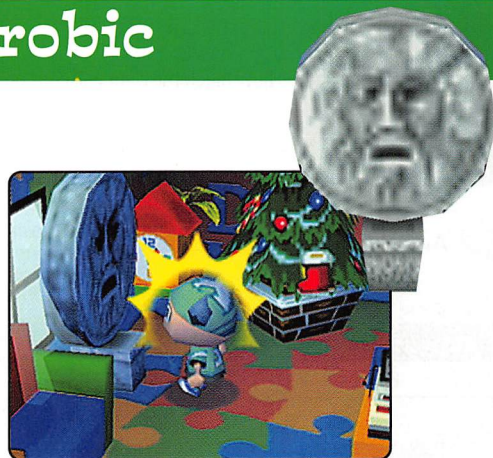
LOVELY PHONE

Stow the Lovely Phone in your home, then activate it to ring up the Dial-a-Psychic hotline. Every time you use the Lovely Phone, it will spout a psychic tidbit that might help you make the most of your day.



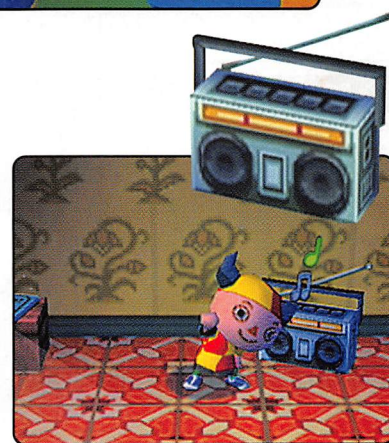
MOUTH OF TRUTH

It's a famous Roman landmark with legendary mystical powers. How you get it into your home is up to you to discover. When you face the Mouth of Truth and press the A Button, you'll get the biggest shock of your day.



AEROBICS RADIO

If you miss Officer Copper's aerobics sessions, which are held in warmer months, the Aerobic Radio will keep you jazzed up for the rest of the year. Turn on the quirky radio to hear aerobics music. When it's playing, you'll be able to do aerobics moves!



Recreate the Town Inside Your House

Nearly everything on your town's landscape has a miniature equivalent, from Tom Nook's shop to the lighthouse. You can even collect flowers, weeds and the tents that are occasionally erected in your town. Collect them all, then assemble them side-by-side in your home to make your own indoor mini-town. To find many of the miniatures, you'll need to visit your town on all the most important dates of the year—many special days offer mementos.



Once you have many of the town miniatures, you can recreate your own town, acre by acre, or piece together a brand-new one.



Wallpaper and Carpeting

Spruce up your humble abode with some snazzy wallpaper or a crazy carpet. There are official wallpaper-carpet matches, and you can also create countless interesting combinations of your own!

READING THE CHARTS

Each unit of wallpaper is shown next to its corresponding carpet, when applicable.

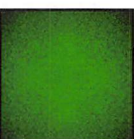

- 1 Price** Price shows how much the item will cost on Tom Nook's showroom floor.
- 2 Checklist** Once you find an item, place a check in the corresponding box for easy reference. Try to find every item in the game—it's tough!
- 3 Availability** Availability indicates how you typically find the item. If it is sold at Tom Nook's store, the Group (A, B or C) will also be shown. (See page 79 for an explanation of Group.)


Wallpaper - left



Carpet - right



1	Chic Wall				Plush Carpet		2		
	PRICE	1,960			<input checked="" type="checkbox"/>	PRICE		2,160	<input checked="" type="checkbox"/>
	TOM NOOK'S SHOP (A)				TOM NOOK'S SHOP (B)				
	Series or Theme (if applicable)								
3									



Harvest Wall					Harvest Rug		
PRICE	-	<input checked="" type="checkbox"/>			PRICE	-	<input checked="" type="checkbox"/>
FRANKLIN SEE PAGE 73					FRANKLIN SEE PAGE 73		
HARVEST SERIES					HARVEST SERIES		

Backyard Fence				Backyard Lawn		
PRICE	800	<input checked="" type="checkbox"/>		PRICE	880	<input checked="" type="checkbox"/>
TOM NOOK'S SHOP (A)				TOM NOOK'S SHOP (C)		
						
BACKYARD THEME						


Ringside Seating				Boxing Ring Mat		
PRICE				PRICE		
-	<input checked="" type="checkbox"/>	BOXING THEME		-	<input checked="" type="checkbox"/>	
WENDELL SEE PAGE 38				SAHARAH SEE PAGE 39		

Chic Wall				Plush Carpet	
PRICE	1,960			PRICE	2,160
TOM NOOK'S SHOP (A)		TOM NOOK'S SHOP (B)			


Plaster Wall					Birch Flooring		
PRICE	880	<input checked="" type="checkbox"/>			PRICE	800	<input checked="" type="checkbox"/>
TOM NOOK'S SHOP (C)					TOM NOOK'S SHOP (B)		



Classic Wall				Classic Carpet	
PRICE	2,100			PRICE	2,300
TOM NOOK'S SHOP (B)				TOM NOOK'S SHOP (A)	
CLASSIC SERIES					

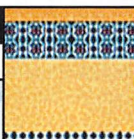

Classroom Wall					Classroom Floor		
PRICE	-	<input checked="" type="checkbox"/>			PRICE	-	<input checked="" type="checkbox"/>
WENDELL SEE PAGE 38					SAHARAH SEE PAGE 39		
CLASSROOM THEME							

Parlor Wall				Checkered Tile		
PRICE	1,120	<input checked="" type="checkbox"/>		PRICE	1,680	<input checked="" type="checkbox"/>
TOM NOOK'S SHOP (C)				TOM NOOK'S SHOP (A)		

Lovely Wall				Lovely Carpet		
PRICE	1,880	<input checked="" type="checkbox"/>		PRICE	1,980	<input checked="" type="checkbox"/>
TOM NOOK'S SHOP (A)				TOM NOOK'S SHOP (B)		
LOVELY SERIES						

Stone Wall				Old Flooring		
PRICE	800	<input checked="" type="checkbox"/>		PRICE	800	<input checked="" type="checkbox"/>
TOM NOOK'S SHOP (A)				TOM NOOK'S SHOP (C)		

Exotic Wall					Exotic Rug		
PRICE	1,420	<input checked="" type="checkbox"/>			PRICE	1,820	<input checked="" type="checkbox"/>
TOM NOOK'S SHOP (B)					TOM NOOK'S SHOP (A)		
EXOTIC SERIES							

Blue-Trim Wall				Red Tile			
PRICE	1,420			<input checked="" type="checkbox"/>	PRICE	1,680	<input checked="" type="checkbox"/>
TOM NOOK'S SHOP (B)				TOM NOOK'S SHOP (C)			

Mortar Wall				Mossy Carpet	
PRICE				PRICE	
-	<input checked="" type="checkbox"/>	MOSSY GARDEN THEME			
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39			

Gold Screen Wall		18 Mat Tatami	
PRICE	2,180	PRICE	1,150
TOM NOOK'S SHOP (C)		TOM NOOK'S SHOP (A)	

Green Wall		Green Rug	
PRICE	1,050	PRICE	1,540
TOM NOOK'S SHOP (C)		TOM NOOK'S SHOP (B)	

GREEN SERIES

Tea Room Wall		8 Mat Tatami	
PRICE	1,750	PRICE	800
TOM NOOK'S SHOP (A)		TOM NOOK'S SHOP (C)	

Blue Wall		Blue Flooring	
PRICE	1,260	PRICE	1,580
TOM NOOK'S SHOP (A)		TOM NOOK'S SHOP (C)	

BLUE SERIES

Citrus Wall		Citrus Carpet	
PRICE	1,120	PRICE	1,330
TOM NOOK'S SHOP (A)		TOM NOOK'S SHOP (B)	

Regal Wall		Regal Carpet	
PRICE	2,240	PRICE	2,850
TOM NOOK'S SHOP (B)		TOM NOOK'S SHOP (A)	

REGAL SERIES

Cabin Wall		Cabin Rug	
PRICE	1,200	PRICE	1,540
TOM NOOK'S SHOP (B)		TOM NOOK'S SHOP (C)	

CABIN SERIES

Ranch Wall		Ranch Flooring	
PRICE	1,450	PRICE	1,750
TOM NOOK'S SHOP (C)		TOM NOOK'S SHOP (A)	

RANCH SERIES

Blue Tarp		Closed Road	
PRICE	-	PRICE	-
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	

CONSTRUCTION THEME

Modern Wall		Modern Tile	
PRICE	1,450	PRICE	1,540
TOM NOOK'S SHOP (A)		TOM NOOK'S SHOP (B)	

MODERN SERIES

Lunar Horizon		Lunar Surface	
PRICE	-	PRICE	-
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	

SPACE THEME

Cabana Wall		Cabana Flooring	
PRICE	1,480	PRICE	1,680
TOM NOOK'S SHOP (B)		TOM NOOK'S SHOP (C)	

CABANA SERIES

Garden Wall		Sand Garden	
PRICE	-	PRICE	-
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	

ROCK GARDEN THEME

Snowman Wall		Snowman Carpet	
PRICE	-	PRICE	-
SNOWMAN SEE PAGE 76		SNOWMAN SEE PAGE 76	

SNOWMAN SERIES

Spooky Wall		Spooky Carpet	
PRICE	-	PRICE	-
JACK SEE PAGE 70		JACK SEE PAGE 70	

SPOOKY SERIES

Music Room Wall		Music Room Floor	
PRICE	-	PRICE	-
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	

Western Vista		Western Desert	
PRICE	-	PRICE	-
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	

WESTERN THEME

Plaza Wall		Plaza Tile	
PRICE	1,960	PRICE	2,180
TOM NOOK'S SHOP (C)		TOM NOOK'S SHOP (B)	

Lattice Wall			Kitchen Tile		
PRICE	1,780	✓	PRICE	1,890	✓
TOM NOOK'S SHOP (A)			TOM NOOK'S SHOP (B)		

Ivy Wall			Slate Flooring		
PRICE	1,250	✓	PRICE	1,380	✓
TOM NOOK'S SHOP (A)			TOM NOOK'S SHOP (C)		

Ornate Wall			Ornate Rug		
PRICE	1,580	✓	PRICE	2,100	✓
TOM NOOK'S SHOP (C)			TOM NOOK'S SHOP (C)		

Mod Wall			Ceramic Tile		
PRICE	1,200	✓	PRICE	1,390	✓
TOM NOOK'S SHOP (B)			TOM NOOK'S SHOP (A)		

Modern Screen			Tatami Floor		
PRICE	1,150	✓	PRICE	1,340	✓
TOM NOOK'S SHOP (C)			TOM NOOK'S SHOP (A)		

Rose Wall			Fancy Carpet		
PRICE	2,240	✓	PRICE	2,980	✓
TOM NOOK'S SHOP (C)			TOM NOOK'S SHOP (B)		

Bamboo Wall			Bamboo Flooring		
PRICE	1,150	✓	PRICE	1,360	✓
TOM NOOK'S SHOP (A)			TOM NOOK'S SHOP (C)		

Wood Paneling			Cowhide Rug		
PRICE	1,320	✓	PRICE	1,540	✓
TOM NOOK'S SHOP (A)			TOM NOOK'S SHOP (B)		

Kitchen Wall			Kitchen Flooring		
PRICE	1,120	✓	PRICE	1,230	✓
TOM NOOK'S SHOP (B)			TOM NOOK'S SHOP (A)		

Concrete Wall			Steel Flooring		
PRICE	800	✓	PRICE	1,480	✓
TOM NOOK'S SHOP (B)			TOM NOOK'S SHOP (C)		

Old Brick Wall			Charcoal Tile		
PRICE	1,200	✓	PRICE	800	✓
TOM NOOK'S SHOP (C)			TOM NOOK'S SHOP (B)		

Office Wall			Office Flooring		
PRICE	-	✓	PRICE	-	✓
WENDELL SEE PAGE 38			SAHARAH SEE PAGE 39		

Stately Wall			Stone Tile		
PRICE	2,450	✓	PRICE	2,750	✓
TOM NOOK'S SHOP (A)			TOM NOOK'S SHOP (B)		

Ancient Wall			Ancient Tile		
PRICE	-	✓	PRICE	-	✓
WENDELL SEE PAGE 38			SAHARAH SEE PAGE 39		

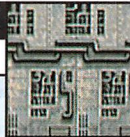
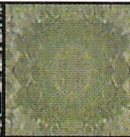
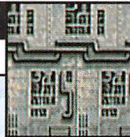
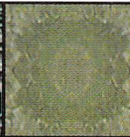
Imperial Wall			Imperial Tile		
PRICE	2,660	✓	PRICE	2,980	✓
TOM NOOK'S SHOP (B)			TOM NOOK'S SHOP (C)		


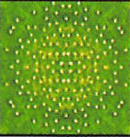

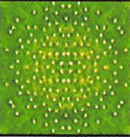
Exquisite Wall			Exquisite Rug		
PRICE	1,470	✓	PRICE	1,960	✓
TOM NOOK'S SHOP (C)			TOM NOOK'S SHOP (A)		

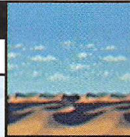

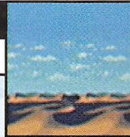

Manor Wall			Opulent Rug		
PRICE	1,050	✓	PRICE	1,230	✓
TOM NOOK'S SHOP (C)			TOM NOOK'S SHOP (A)		


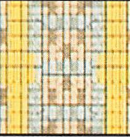

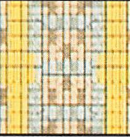
Sandlot Wall			Sandlot		
PRICE	-	✓	PRICE	-	✓
WENDELL SEE PAGE 38			SAHARAH SEE PAGE 39		

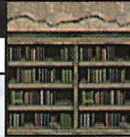
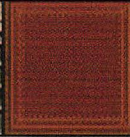
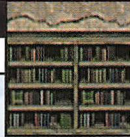
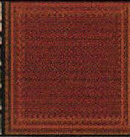
Jingle Wall		Jingle Carpet	
PRICE	-	PRICE	-
 		 	
JINGLE SEE PAGE 74		JINGLE SEE PAGE 74	
JINGLE SERIES			

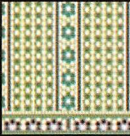

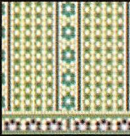

Industrial Wall		Concrete Floor	
PRICE	-	PRICE	-
 		 	
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	

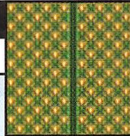
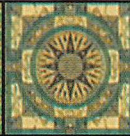
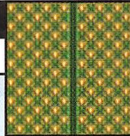
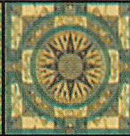
Meadow Vista		Daisy Meadow	
PRICE	-	PRICE	-
 		 	
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	

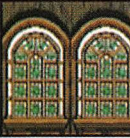

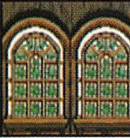

Desert Vista		Saharah's Desert	
PRICE	-	PRICE	-
 		 	
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	


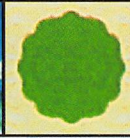

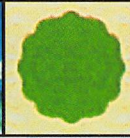
Tree-Lined Wall		Sidewalk	
PRICE	-	PRICE	-
 		 	
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	

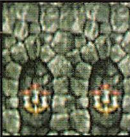
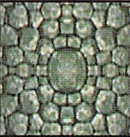
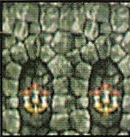
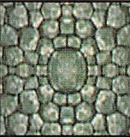
Library Wall		Tartan Rug	
PRICE	1,680	PRICE	1,820
 		 	
TOM NOOK'S SHOP (C)		TOM NOOK'S SHOP (A)	

Mosaic Wall		Mosaic Tile	
PRICE	2,100	PRICE	2,300
 		 	
TOM NOOK'S SHOP (A)		TOM NOOK'S SHOP (C)	

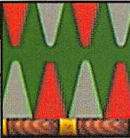
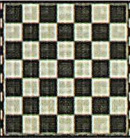
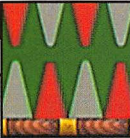
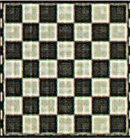
Floral Wall		Palace Tile	
PRICE	2,250	PRICE	3,200
 		 	
TOM NOOK'S SHOP (B)		TOM NOOK'S SHOP (A)	

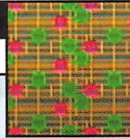
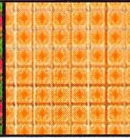
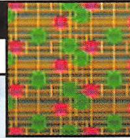
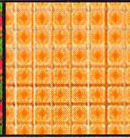
Arched Window		Parquet Floor	
PRICE	2,150	PRICE	2,350
 		 	
TOM NOOK'S SHOP (B)		TOM NOOK'S SHOP (A)	





Tropical Vista		Tropical Floor	
PRICE	-	PRICE	-
 		 	
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	

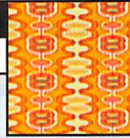
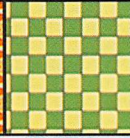
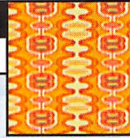
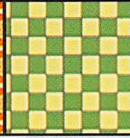
Basement Wall		Basement Floor	
PRICE	-	PRICE	-
 		 	
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	

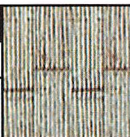
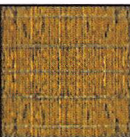
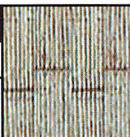
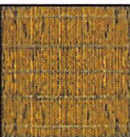
Playroom Wall		Playroom Rug	
PRICE	1,320	PRICE	1,360
 		 	
TOM NOOK'S SHOP (B)		TOM NOOK'S SHOP (A)	

Backgammon Wall		Chessboard Rug	
PRICE	-	PRICE	-
 		 	
WENDELL SEE PAGE 38		SAHARAH SEE PAGE 39	
CHESS THEME			

Kitschy Wall		Kitschy Tile	
PRICE	1,240	PRICE	1,280
 		 	
TOM NOOK'S SHOP (C)		TOM NOOK'S SHOP (B)	

Kiddie Wall		Kiddie Carpet	
PRICE	1,500	PRICE	1,630
 		 	
TOM NOOK'S SHOP (C)		TOM NOOK'S SHOP (B)	
KIDDIE SERIES			

Groovy Wall		Diner Tile	
PRICE	1,280	PRICE	1,300
 		 	
TOM NOOK'S SHOP (B)		TOM NOOK'S SHOP (C)	

Shanty Wall		Shanty Mat	
PRICE	800	PRICE	720
 		 	
TOM NOOK'S SHOP (A)		TOM NOOK'S SHOP (B)	

Clothing

Everyone's crazy about a sharp-dressed animal! With 247 different items of clothing—and the ability to create infinite patterns on your own—there's no excuse for showing up to the party wearing the same outfit as your neighbor. Use the next few pages to plan your wardrobe for the coming year.



READING THE CHARTS

1 Checklist

Once you find an article of clothing, place a check in the box for easy reference. Try to find all 247 articles of clothing.

2 Price

Price shows how much the item will cost on Tom Nook's showroom floor.

1	Flame Shirt	
	2 PRICE	360
		ALL
	TOM NOOK'S SHOP (A)	

3 Seasonal

Some duds are easier to find during particular times of the year. Season indicates when you're most likely to see an article of clothing on sale. Some items are available during all seasons.

4 Availability

Availability indicates how you typically find the item. If it is sold at Tom Nook's store, the Group (A, B or C) will also be shown. (See page 79 for an explanation of Group.)

✓	Flame Shirt	
	PRICE	360
		ALL
	TOM NOOK'S SHOP (A)	

✓	Mint Gingham	
	PRICE	330
		ALL
	TOM NOOK'S SHOP (C)	

✓	Wavy Tan Shirt	
	PRICE	360
		FALL
	TOM NOOK'S SHOP (C)	

✓	Paw Shirt	
	PRICE	360
		ALL
	TOM NOOK'S SHOP (C)	

✓	Bad Plaid Shirt	
	PRICE	420
		ALL
	TOM NOOK'S SHOP (B)	

✓	Optical Shirt	
	PRICE	430
		ALL
	TOM NOOK'S SHOP (B)	

✓	Wavy Pink Shirt	
	PRICE	360
		FALL
	TOM NOOK'S SHOP (B)	

✓	Speedway Shirt	
	PRICE	290
		SUMMER
	TOM NOOK'S SHOP (C)	

✓	Rugby Shirt	
	PRICE	360
		ALL
	TOM NOOK'S SHOP (A)	

✓	Future Shirt	
	PRICE	390
		ALL
	TOM NOOK'S SHOP (A)	


✓	Folk Shirt	
	PRICE	380
		WINTER
	TOM NOOK'S SHOP (A)	


✓	Sherbet Gingham	
	PRICE	330
		FALL
	TOM NOOK'S SHOP (A)	

✓	Bold Check Shirt	
	PRICE	360
		ALL
	TOM NOOK'S SHOP (B)	


✓	Daisy Shirt	
	PRICE	380
		SPRING
	TOM NOOK'S SHOP (C)	


✓	Yellow Tartan	
	PRICE	430
		SPRING
	TOM NOOK'S SHOP (B)	


✓	Gelato Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>330</td> <td>ALL</td> </tr> </table>	PRICE	330	ALL
PRICE	330	ALL		
TOM NOOK'S SHOP (C)				


✓	Work Uniform			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
TOM NOOK				


✓	Patched Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>FALL</td> </tr> </table>	PRICE	-	FALL
PRICE	-	FALL		
HALLOWEEN See page 70				


✓	Red Aloha Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
ANIMAL ISLAND See page 58				

✓	Blue Aloha Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
ANIMAL ISLAND See page 58				


✓	Dark Polka Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>350</td> <td>WINTER</td> </tr> </table>	PRICE	350	WINTER
PRICE	350	WINTER		
TOM NOOK'S SHOP (B)				


✓	Lite Polka Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>380</td> <td>ALL</td> </tr> </table>	PRICE	380	ALL
PRICE	380	ALL		
TOM NOOK'S SHOP (B)				


✓	Lovely Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>400</td> <td>SPRING</td> </tr> </table>	PRICE	400	SPRING
PRICE	400	SPRING		
TOM NOOK'S SHOP (C)				

✓	Citrus Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
GRACIE See page 38				

✓	Kiwi Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
GRACIE See page 38				


✓	Watermelon Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
GRACIE See page 38				


✓	Strawberry Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
GRACIE See page 38				


✓	Grape Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
GRACIE See page 38				


✓	Melon Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
GRACIE See page 38				


✓	Jingle Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>-</td> </tr> </table>	PRICE	-	-
PRICE	-	-		
JINGLE See page 74				


✓	Blossom Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>370</td> <td>SPRING</td> </tr> </table>	PRICE	370	SPRING
PRICE	370	SPRING		
TOM NOOK'S SHOP (A)				


✓	Icy Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>390</td> <td>SUMMER</td> </tr> </table>	PRICE	390	SUMMER
PRICE	390	SUMMER		
TOM NOOK'S SHOP (C)				


✓	Crewel Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>380</td> <td>WINTER</td> </tr> </table>	PRICE	380	WINTER
PRICE	380	WINTER		
TOM NOOK'S SHOP (C)				

✓	Tropical Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>370</td> <td>SUMMER</td> </tr> </table>	PRICE	370	SUMMER
PRICE	370	SUMMER		
TOM NOOK'S SHOP (C)				


✓	Ribbon Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>370</td> <td>SPRING</td> </tr> </table>	PRICE	370	SPRING
PRICE	370	SPRING		
TOM NOOK'S SHOP (A)				


✓	Fall Plaid Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>370</td> <td>FALL</td> </tr> </table>	PRICE	370	FALL
PRICE	370	FALL		
TOM NOOK'S SHOP (A)				


✓	Fiendish Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
GRACIE See page 38				

✓	Chevron Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>320</td> <td>ALL</td> </tr> </table>	PRICE	320	ALL
PRICE	320	ALL		
TOM NOOK'S SHOP (C)				

✓	Ladybug Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>-</td> <td>ALL</td> </tr> </table>	PRICE	-	ALL
PRICE	-	ALL		
GRACIE See page 38				

✓	Botanical Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>420</td> <td>FALL</td> </tr> </table>	PRICE	420	FALL
PRICE	420	FALL		
TOM NOOK'S SHOP (B)				


✓	Anju's Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>460</td> <td>FALL</td> </tr> </table>	PRICE	460	FALL
PRICE	460	FALL		
TOM NOOK'S SHOP (A)				

✓	Kaffe's Shirt			
	<table border="1"> <tr> <td>PRICE</td> <td>460</td> <td>WINTER</td> </tr> </table>	PRICE	460	WINTER
PRICE	460	WINTER		
TOM NOOK'S SHOP (A)				


✓ **Lavender Robe**

PRICE	-	ALL
 GRACIE See page 38		


✓ **Red Tie-Dye**

PRICE	380	ALL
 TOM NOOK'S SHOP (B)		


✓ **Nine-Ball Shirt**

PRICE	340	ALL
 TOM NOOK'S SHOP (B)		


✓ **Blue Grid Shirt**

PRICE	340	SUMMER
 TOM NOOK'S SHOP (A)		


✓ **One-Ball Shirt**

PRICE	340	ALL
 TOM NOOK'S SHOP (C)		


✓ **Arctic Camo**

PRICE	320	ALL
 TOM NOOK'S SHOP (C)		


✓ **Butterfly Shirt**

PRICE	-	ALL
 GRACIE See page 38		


✓ **Two-Ball Shirt**

PRICE	340	ALL
 TOM NOOK'S SHOP (A)		


✓ **Jungle Camo**

PRICE	320	ALL
 TOM NOOK'S SHOP (A)		


✓ **Blue Tartan**

PRICE	390	SUMMER
 TOM NOOK'S SHOP (A)		


✓ **Three-Ball Shirt**

PRICE	340	ALL
 TOM NOOK'S SHOP (B)		


✓ **Desert Camo**

PRICE	320	ALL
 TOM NOOK'S SHOP (B)		


✓ **Gracie's Top**

PRICE	-	ALL
 GRACIE See page 38		


✓ **Four-Ball Shirt**

PRICE	340	ALL
 TOM NOOK'S SHOP (C)		


✓ **Rally Shirt**

PRICE	380	ALL
 TOM NOOK'S SHOP (C)		


✓ **Orange Tie-Dye**

PRICE	380	ALL
 TOM NOOK'S SHOP (A)		


✓ **Five-Ball Shirt**

PRICE	340	ALL
 TOM NOOK'S SHOP (A)		


✓ **Racer Shirt**

PRICE	380	ALL
 TOM NOOK'S SHOP (A)		


✓ **Purple Tie-Dye**

PRICE	380	ALL
 TOM NOOK'S SHOP (B)		


✓ **Six-Ball Shirt**

PRICE	340	ALL
 TOM NOOK'S SHOP (B)		


✓ **Racer 6 Shirt**

PRICE	380	ALL
 TOM NOOK'S SHOP (B)		


✓ **Green Tie-Dye**

PRICE	380	ALL
 TOM NOOK'S SHOP (C)		


✓ **Seven-Ball Shirt**

PRICE	340	ALL
 TOM NOOK'S SHOP (C)		


✓ **Fish Bone Shirt**

PRICE	340	ALL
 TOM NOOK'S SHOP (C)		


✓ **Blue Tie-Dye**


PRICE	380	SUMMER
 TOM NOOK'S SHOP (B)		


✓ **Eight-Ball Shirt**


PRICE	340	ALL
 TOM NOOK'S SHOP (A)		


✓ **Spiderweb Shirt**


PRICE	320	SUMMER
 TOM NOOK'S SHOP (B)		


✓	Zipper Shirt	
	PRICE 320	ALL
TOM NOOK'S SHOP (B)		


✓	Bubble Shirt	
	PRICE 410	SUMMER
TOM NOOK'S SHOP (B)		


✓	Yellow Bolero	
	PRICE 430	ALL
TOM NOOK'S SHOP (C)		


✓	Nebula Shirt	
	PRICE 390	ALL
TOM NOOK'S SHOP (A)		


✓	Neo-Classic Knit	
	PRICE 380	WINTER
TOM NOOK'S SHOP (B)		


✓	Noble Shirt	
	PRICE 380	ALL
TOM NOOK'S SHOP (C)		


✓	Turnip Top	
	PRICE 350	ALL
TOM NOOK'S SHOP (B)		


✓	Oft-Seen Print	
	PRICE 320	SPRING
TOM NOOK'S SHOP (B)		


✓	Ski Sweater	
	PRICE 320	FALL
TOM NOOK'S SHOP (A)		


✓	Circus Shirt	
	PRICE 370	ALL
TOM NOOK'S SHOP (C)		


✓	Patchwork Top	
	PRICE 340	FALL
TOM NOOK'S SHOP (B)		


✓	Mod Top	
	PRICE 340	ALL
TOM NOOK'S SHOP (C)		


✓	Hippie Shirt	
	PRICE 360	SUMMER
TOM NOOK'S SHOP (C)		

✓	Rickrack Shirt	
	PRICE 360	FALL
TOM NOOK'S SHOP (C)		


✓	Diner Uniform	
	PRICE 290	SPRING
TOM NOOK'S SHOP (B)		


✓	Shirt Circuit	
	PRICE -	ALL
GRACIE See page 38		


✓	U R Here Shirt	
	PRICE 350	ALL
TOM NOOK'S SHOP (C)		


✓	Yodel Shirt	
	PRICE 350	ALL
TOM NOOK'S SHOP (A)		


✓	Pulse Shirt	
	PRICE -	ALL
GRACIE See page 38		


✓	Prism Shirt	
	PRICE 370	ALL
TOM NOOK'S SHOP (C)		


✓	Star Shirt	
	PRICE 370	ALL
TOM NOOK'S SHOP (A)		


✓	Straw Shirt	
	PRICE 360	FALL
TOM NOOK'S SHOP (A)		


✓	Noodle Shirt	
	PRICE 380	FALL
TOM NOOK'S SHOP (B)		


✓	Dice Shirt	
	PRICE 340	ALL
TOM NOOK'S SHOP (A)		


✓	Kiddie Shirt	
	PRICE 340	ALL
TOM NOOK'S SHOP (B)		


✓	Frog Shirt	
	PRICE 340	SUMMER
TOM NOOK'S SHOP (B)		


✓	Moody Blue Shirt	
	PRICE 123	SPRING
TOM NOOK'S SHOP (C)		


✓	Cloudy Shirt	
	PRICE 320	SPRING
TOM NOOK'S SHOP (A)		


✓	Red Grid Shirt	
	PRICE 360	ALL
TOM NOOK'S SHOP (B)		


✓	Silk Bloom Shirt	
	PRICE 480	SPRING
TOM NOOK'S SHOP (A)		


✓	Fortune Shirt	
	PRICE 480	ALL
TOM NOOK'S SHOP (B)		


✓	Flicker Shirt	
	PRICE 360	ALL
TOM NOOK'S SHOP (C)		


✓	Pop Bloom Shirt	
	PRICE 360	ALL
TOM NOOK'S SHOP (A)		


✓	Skull Shirt	
	PRICE 320	ALL
TOM NOOK'S SHOP (C)		


✓	Floral Knit	
	PRICE 420	SPRING
TOM NOOK'S SHOP (B)		


✓	Loud Bloom Shirt	
	PRICE 360	SUMMER
TOM NOOK'S SHOP (B)		


✓	Desert Shirt	
	PRICE 390	WINTER
TOM NOOK'S SHOP (A)		


✓	Rose Shirt	
	PRICE 480	ALL
TOM NOOK'S SHOP (A)		


✓	Hot Spring Shirt	
	PRICE 520	SPRING
TOM NOOK'S SHOP (B)		


✓	Aurora Knit	
	PRICE 380	WINTER
TOM NOOK'S SHOP (B)		


✓	Sunset Top	
	PRICE 290	ALL
TOM NOOK'S SHOP (B)		


✓	New Spring Shirt	
	PRICE 520	SPRING
TOM NOOK'S SHOP (C)		


✓	Winter Sweater	
	PRICE 290	WINTER
TOM NOOK'S SHOP (C)		


✓	Chain-Gang Shirt	
	PRICE 260	ALL
TOM NOOK'S SHOP (C)		


✓	Deep Blue Tee	
	PRICE 380	ALL
TOM NOOK'S SHOP (B)		


✓	Go-Go Shirt	
	PRICE 360	FALL
TOM NOOK'S SHOP (C)		


✓	Spring Shirt	
	PRICE 320	SPRING
TOM NOOK'S SHOP (C)		


✓	Snowcone Shirt	
	PRICE 420	SUMMER
TOM NOOK'S SHOP (A)		


✓	Jade Check Print	
	PRICE 360	ALL
TOM NOOK'S SHOP (A)		

✓	Bear Shirt	
	PRICE 390	ALL
TOM NOOK'S SHOP (A)		


✓	Ugly Shirt	
	PRICE 420	SUMMER
TOM NOOK'S SHOP (B)		

✓	Blue Check Print	
	PRICE 360	FALL
TOM NOOK'S SHOP (A)		

✓	MVP Shirt	
	PRICE 370	ALL
TOM NOOK'S SHOP (B)		


✓	Sharp Outfit	
	PRICE 290	WINTER
TOM NOOK'S SHOP (A)		

✓ **Painter's Smock**




PRICE	360	FALL
TOM NOOK'S SHOP (B)		

✓ **Red Bar Shirt**




PRICE	360	ALL
TOM NOOK'S SHOP (C)		

✓ **Lime Line Shirt**




PRICE	380	FALL
TOM NOOK'S SHOP (C)		

✓ **Spade Shirt**




PRICE	340	ALL
TOM NOOK'S SHOP (C)		

✓ **Blue Stripe Knit**




PRICE	340	SUMMER
TOM NOOK'S SHOP (A)		

✓ **Big Bro's Shirt**




PRICE	320	FALL
TOM NOOK'S SHOP (B)		

✓ **Blossoming Shirt**




PRICE	390	SPRING
TOM NOOK'S SHOP (A)		

✓ **Earthy Knit**




PRICE	390	WINTER
TOM NOOK'S SHOP (B)		

✓ **Green Bar Shirt**




PRICE	320	SUMMER
TOM NOOK'S SHOP (B)		

✓ **Peachy Shirt**




PRICE	390	SPRING
TOM NOOK'S SHOP (B)		

✓ **Spunky Knit**




PRICE	360	WINTER
TOM NOOK'S SHOP (C)		

✓ **Yellow Bar Shirt**




PRICE	320	ALL
TOM NOOK'S SHOP (A)		

✓ **Static Shirt**




PRICE	360	FALL
TOM NOOK'S SHOP (C)		

✓ **Deer Shirt**




PRICE	380	WINTER
TOM NOOK'S SHOP (A)		

✓ **Monkey Shirt**




PRICE	380	WINTER
TOM NOOK'S SHOP (B)		

✓ **Rainbow Shirt**




PRICE	777	SUMMER
TOM NOOK'S SHOP (A)		

✓ **Blue Check Shirt**



PRICE	380	ALL
TOM NOOK'S SHOP (B)		

✓ **Polar Fleece**




PRICE	360	ALL
TOM NOOK'S SHOP (C)		

✓ **Groovy Shirt**




PRICE	-	ALL
GRACIE See page 38		

✓ **Light Line Shirt**




PRICE	380	SUMMER
TOM NOOK'S SHOP (C)		

✓ **Ancient Knit**




PRICE	390	WINTER
TOM NOOK'S SHOP (C)		

✓ **Loud Line Shirt**




PRICE	370	SUMMER
TOM NOOK'S SHOP (B)		

✓ **Blue Pinstripe**




PRICE	380	FALL
TOM NOOK'S SHOP (C)		

✓ **Fish Knit**




PRICE	380	SUMMER
TOM NOOK'S SHOP (A)		

✓ **Dazed Shirt**




PRICE	350	SUMMER
TOM NOOK'S SHOP (C)		

✓ **Diamond Shirt**





PRICE	380	ALL
TOM NOOK'S SHOP (A)		


✓ **Vertigo Shirt**





PRICE	370	ALL
TOM NOOK'S SHOP (A)		


✓	Misty Shirt	
	PRICE 380	ALL
TOM NOOK'S SHOP (B)		


✓	Caveman Tunic	
	PRICE 380	ALL
TOM NOOK'S SHOP (A)		


✓	No. 5 Shirt	
	PRICE 250	ALL
TOM NOOK'S SHOP (A)		


✓	Stormy Shirt	
	PRICE 380	ALL
TOM NOOK'S SHOP (C)		


✓	Cafe Shirt	
	PRICE 420	WINTER
TOM NOOK'S SHOP (A)		


✓	No. 23 Shirt	
	PRICE 250	ALL
TOM NOOK'S SHOP (B)		


✓	Red Scale Shirt	
	PRICE 370	FALL
TOM NOOK'S SHOP (B)		


✓	Tiki Shirt	
	PRICE 400	ALL
TOM NOOK'S SHOP (A)		


✓	No. 67 Shirt	
	PRICE 250	ALL
TOM NOOK'S SHOP (C)		


✓	Blue Scale Shirt	
	PRICE 370	FALL
TOM NOOK'S SHOP (C)		


✓	A Shirt	
	PRICE 370	ALL
TOM NOOK'S SHOP (A)		


✓	BB Shirt	
	PRICE 350	ALL
TOM NOOK'S SHOP (A)		


✓	Heart Shirt	
	PRICE 360	ALL
TOM NOOK'S SHOP (A)		


✓	Checkered Shirt	
	PRICE 390	ALL
TOM NOOK'S SHOP (B)		


✓	Beatnik Shirt	
	PRICE 360	SPRING
TOM NOOK'S SHOP (A)		


✓	Yellow Pinstripe	
	PRICE 360	WINTER
TOM NOOK'S SHOP (B)		


✓	No. 1 Shirt	
	PRICE 250	ALL
TOM NOOK'S SHOP (C)		


✓	Moldy Shirt	
	PRICE 50	SUMMER
TOM NOOK'S SHOP (B)		


✓	Club Shirt	
	PRICE 360	ALL
TOM NOOK'S SHOP (C)		


✓	No. 2 Shirt	
	PRICE 250	ALL
TOM NOOK'S SHOP (A)		


✓	Houndstooth Tee	
	PRICE 350	ALL
TOM NOOK'S SHOP (B)		

✓	Li'l Bro's Shirt	
	PRICE 320	SUMMER
TOM NOOK'S SHOP (A)		


✓	No. 3 Shirt	
	PRICE 250	ALL
TOM NOOK'S SHOP (B)		


✓	Big Star Shirt	
	PRICE 400	ALL
TOM NOOK'S SHOP (B)		


✓	Argyle Knit	
	PRICE 460	SPRING
TOM NOOK'S SHOP (C)		


✓	No. 4 Shirt	
	PRICE 250	ALL
TOM NOOK'S SHOP (C)		


✓	Orange Pinstripe	
	PRICE -	ALL
GRACIE see page 38		

✓	Twinkle Shirt	
	PRICE 480	SUMMER
TOM NOOK'S SHOP (A)		


✓	Concierge Shirt	
	PRICE 350	FALL
TOM NOOK'S SHOP (A)		


✓	G Logo Shirt	
	PRICE 128	SUMMER
TOM NOOK'S SHOP (A)		


✓	Funky Dot Shirt	
	PRICE 430	ALL
TOM NOOK'S SHOP (B)		

✓	Fresh Shirt	
	PRICE 380	ALL
TOM NOOK'S SHOP (A)		


✓	Tin Shirt	
	PRICE -	ALL
GRACIE See page 38		


✓	Crossing Shirt	
	PRICE -	FALL
GRACIE See page 38		


✓	Far-Out Shirt	
	PRICE 380	FALL
TOM NOOK'S SHOP (B)		


✓	Jester Shirt	
	PRICE 420	SPRING
TOM NOOK'S SHOP (A)		


✓	Splendid Shirt	
	PRICE -	ALL
GRACIE See page 38		


✓	Dawn Shirt	
	PRICE 380	SUMMER
TOM NOOK'S SHOP (A)		


✓	Pink Tartan	
	PRICE 420	SPRING
TOM NOOK'S SHOP (C)		


✓	Jagged Shirt	
	PRICE 360	ALL
TOM NOOK'S SHOP (B)		


✓	Striking Outfit	
	PRICE 460	WINTER
TOM NOOK'S SHOP (C)		


✓	Waffle Shirt	
	PRICE 430	FALL
TOM NOOK'S SHOP (C)		


✓	Denim Shirt	
	PRICE 390	SUMMER
TOM NOOK'S SHOP (C)		


✓	Red Check Shirt	
	PRICE 330	SPRING
TOM NOOK'S SHOP (B)		


✓	Gray Tartan	
	PRICE 420	ALL
TOM NOOK'S SHOP (C)		


✓	Cherry Shirt	
	PRICE 380	ALL
TOM NOOK'S SHOP (A)		


✓	Berry Gingham	
	PRICE 330	SPRING
TOM NOOK'S SHOP (C)		


✓	Windsock Shirt	
	PRICE 320	SUMMER
TOM NOOK'S SHOP (C)		


✓	Gumdrop Shirt	
	PRICE 390	SPRING
TOM NOOK'S SHOP (C)		


✓	Lemon Gingham	
	PRICE 330	SPRING
TOM NOOK'S SHOP (A)		


✓	Trendy Top	
	PRICE 360	FALL
TOM NOOK'S SHOP (A)		


✓	Barber Shirt	
	PRICE 380	ALL
TOM NOOK'S SHOP (B)		


✓	Dragon Suit	
	PRICE 340	SUMMER
TOM NOOK'S SHOP (C)		

✓	Green Ring Shirt	
	PRICE 180	ALL
TOM NOOK'S SHOP (A)		


✓	White Ring Shirt	
	PRICE 180	ALL
TOM NOOK'S SHOP (B)		


✓	Zebra Print	
	PRICE -	ALL
GRACIE see page 38		


✓	Uncommon Shirt	
	PRICE 360	WINTER
TOM NOOK'S SHOP (B)		


✓	Snappy Print	
	PRICE 320	ALL
TOM NOOK'S SHOP (C)		


✓	Tiger Print	
	PRICE -	ALL
GRACIE see page 38		


✓	Dapper Shirt	
	PRICE 350	WINTER
TOM NOOK'S SHOP (C)		


✓	Chichi Print	
	PRICE 180	ALL
TOM NOOK'S SHOP (A)		


✓	Cow Print	
	PRICE -	ALL
GRACIE see page 38		


✓	Gaudy Sweater	
	PRICE 330	SPRING
TOM NOOK'S SHOP (A)		


✓	Wave Print	
	PRICE 380	SUMMER
TOM NOOK'S SHOP (A)		


✓	Leopard Print	
	PRICE -	ALL
GRACIE see page 38		


✓	Cozy Sweater	
	PRICE 350	WINTER
TOM NOOK'S SHOP (A)		


✓	Checkerboard Tee	
	PRICE 340	ALL
TOM NOOK'S SHOP (B)		


✓	Danger Shirt	
	PRICE 340	ALL
TOM NOOK'S SHOP (B)		


✓	Comfy Sweater	
	PRICE 360	WINTER
TOM NOOK'S SHOP (B)		


✓	Subdued Print	
	PRICE 320	FALL
TOM NOOK'S SHOP (B)		

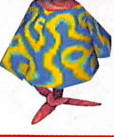
✓	Big Dot Shirt	
	PRICE 340	ALL
TOM NOOK'S SHOP (C)		


✓	Classic Top	
	PRICE 350	FALL
TOM NOOK'S SHOP (C)		


✓	Airy Shirt	
	PRICE 420	ALL
TOM NOOK'S SHOP (C)		


✓	Puzzling Shirt	
	PRICE 320	ALL
TOM NOOK'S SHOP (A)		


✓	Vogue Top	
	PRICE 380	SPRING
TOM NOOK'S SHOP (B)		


✓	Coral Shirt	
	PRICE -	ALL
GRACIE see page 38		

✓	Exotic Shirt	
	PRICE 380	WINTER
TOM NOOK'S SHOP (C)		

✓	Laced Shirt	
	PRICE 370	WINTER
TOM NOOK'S SHOP (C)		

✓	Leather Jerkin	
	PRICE 390	WINTER
TOM NOOK'S SHOP (A)		


✓	Houndstooth Knit	
	PRICE 370	WINTER
TOM NOOK'S SHOP (A)		

✓	Natty Shirt	
	PRICE 380	SUMMER
TOM NOOK'S SHOP (C)		

✓ **Citrus Gingham**

PRICE	360	SPRING
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TOM NOOK'S SHOP (C)



✓ **Cool Shirt**

PRICE	-	ALL
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GRACIE
see page 38



✓ **Dreamy Shirt**

PRICE	390	SPRING
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TOM NOOK'S SHOP (A)



✓ **Flowery Shirt**

PRICE	400	SUMMER
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TOM NOOK'S SHOP (B)



✓ **Caterpillar Tee**

PRICE	-	ALL
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GRACIE
see page 38



✓ **Shortcake Shirt**

PRICE	330	WINTER
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TOM NOOK'S SHOP (B)



✓ **Whirly Shirt**

PRICE	350	SUMMER
-------	-----	--------


TOM NOOK'S SHOP (B)



✓ **Thunder Shirt**

PRICE	320	FALL
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TOM NOOK'S SHOP (A)



✓ **Giraffe Print**

PRICE	-	ALL
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GRACIE
see page 38



✓ **Swell Shirt**

PRICE	-	ALL
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GRACIE
see page 38



✓ **Toad Print**

PRICE	340	WINTER
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TOM NOOK'S SHOP (C)



✓ **Grass Shirt**

PRICE	-	ALL
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GRACIE
see page 38



✓ **Mosaic Shirt**

PRICE	350	SUMMER
-------	-----	--------


TOM NOOK'S SHOP (C)



✓ **Fetching Outfit**

PRICE	420	SPRING
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TOM NOOK'S SHOP (B)



✓ **Snow Shirt**

PRICE	-	ALL
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GRACIE
see page 38



✓ **Melon Gingham**

PRICE	330	SPRING
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TOM NOOK'S SHOP (B)






Handheld Items

Accessories make the outfit and the outfit makes the animal! Complete your look with a wide assortment of umbrellas, parasols, fans, balloons and tools—most of which are available at reasonable prices. If you are holding a decorative item, such as an umbrella, you'll have to put it back in the inventory before you'll be able to use a fishing pole, shovel or axe.

READING THE CHARTS

1 Checklist

Once you find a handheld item, place a check in the box for easy reference. Try to find them all if you can.

2 Price

Price shows how much the item will cost on Tom Nook's showroom floor.


3 Availability

Availability reveals how you'll typically find the item. There may be other ways to get an item, like scavenging for it at the Dump or receiving it as a present.

1

☒

Gelato Umbrella



PRICE 220


2

TOM NOOK'S SHOP

3

☒

Gelato Umbrella




PRICE 220

TOM NOOK'S SHOP

☒

Ribbon Umbrella




PRICE 330

TOM NOOK'S SHOP

☒

Classic Umbrella




PRICE 340

TOM NOOK'S SHOP

☒

Yellow Umbrella




PRICE 240

TOM NOOK'S SHOP

☒

Daffodil Parasol




PRICE 480

TOM NOOK'S SHOP

☒

Gingham Parasol




PRICE 290

TOM NOOK'S SHOP

☒

Nintendo Parasol




PRICE 64

TOM NOOK'S SHOP

☒

Leaf Umbrella




PRICE 88

TOM NOOK'S SHOP

☒

Berry Umbrella




PRICE 360

TOM NOOK'S SHOP

☒

Plaid Parasol




PRICE 290

TOM NOOK'S SHOP

☒

Bumbershoot




PRICE 420

TOM NOOK'S SHOP

☒

Lotus Parasol




PRICE 480

TOM NOOK'S SHOP

☒

Orange Umbrella




PRICE 320

TOM NOOK'S SHOP

☒

Lacy Parasol




PRICE 420

TOM NOOK'S SHOP

☒

Sunny Parasol




PRICE 380

TOM NOOK'S SHOP

☒

Paper Parasol




PRICE 350

TOM NOOK'S SHOP

☒

Mod Umbrella

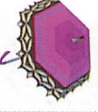


PRICE 290

TOM NOOK'S SHOP

☒

Elegant Umbrella




PRICE 380

TOM NOOK'S SHOP

☒

Batbrella




PRICE 190

TOM NOOK'S SHOP

☒

Polka Parasol




PRICE 340

TOM NOOK'S SHOP

☒

Petal Parasol




PRICE 490

TOM NOOK'S SHOP

☒

Dainty Parasol




PRICE 380

TOM NOOK'S SHOP

☒

Checked Umbrella




PRICE 230

TOM NOOK'S SHOP

☒

Sharp Umbrella



PRICE 250

TOM NOOK'S SHOP

✓  PRICE 120 TOM NOOK'S SHOP	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67) GRAB BAGS (SEE PAGE 73)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)
✓  PRICE 490 TOM NOOK'S SHOP	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67) GRAB BAGS (SEE PAGE 73)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)
✓  PRICE 490 TOM NOOK'S SHOP	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67) GRAB BAGS (SEE PAGE 73)	✓  PRICE - SPECIAL (SEE PAGE 45)
✓  PRICE 380 TOM NOOK'S SHOP	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67) GRAB BAGS (SEE PAGE 73)	✓  PRICE - SPECIAL (SEE PAGE 47)
✓  PRICE 360 TOM NOOK'S SHOP	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67) NOOK'S BARGAIN (SEE PAGE 14)	✓  PRICE - SPECIAL (SEE PAGE 46)
✓  PRICE 480 TOM NOOK'S SHOP	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE - SPECIAL (SEE PAGE 43)
✓  PRICE 100 TOM NOOK'S SHOP	✓  PRICE - REDD'S BOOTH (SEE PAGE 67) GRAB BAGS (SEE PAGE 73)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE 500 TOM NOOK'S SHOP
✓  PRICE 290 TOM NOOK'S SHOP	✓  PRICE - REDD'S BOOTH (SEE PAGE 67) GRAB BAGS (SEE PAGE 73)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE 400 TOM NOOK'S SHOP
✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67) GRAB BAGS (SEE PAGE 73)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE 500 TOM NOOK'S SHOP
✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67) GRAB BAGS (SEE PAGE 73)	✓  PRICE - REDD'S BOOTH (SEE PAGE 67)	✓  PRICE 500 TOM NOOK'S SHOP

Pads and Paper

What do you call a letter writer who can't move? Stationary! Ha, ha, ha! Seriously, though, you won't get far in *Animal Crossing* if you can't put pen to paper, so why not use a stylish sheet while you're at it?



READING THE CHARTS

1 Checklist

Once you find some paper, place a check in the box for easy reference.

2 Price

Price shows how much the item will cost on Tom Nook's showroom floor.

1	Airmail Paper	2
<input checked="" type="checkbox"/>	PRICE 160	
	TOM NOOK'S SHOP (A)	3

3 Availability




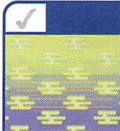




































Availability indicates how you typically find the item. If it is sold at Tom Nook's store, the Group (A, B or C) will also be shown. (See page 79 for an explanation of Group.)

<input checked="" type="checkbox"/> Airmail Paper PRICE 160 TOM NOOK'S SHOP (A)	<input checked="" type="checkbox"/> Ranch Paper PRICE 160 TOM NOOK'S SHOP (C)	<input checked="" type="checkbox"/> Snowy Paper PRICE 160 TOM NOOK'S SHOP (C)	<input checked="" type="checkbox"/> Bluebell Paper PRICE 160 TOM NOOK'S SHOP (B)
<input checked="" type="checkbox"/> Sparkly Paper PRICE 160 TOM NOOK'S SHOP (B)	<input checked="" type="checkbox"/> Steel Paper PRICE 160 TOM NOOK'S SHOP (A)	<input checked="" type="checkbox"/> Rainy Day Paper PRICE 160 TOM NOOK'S SHOP (A)	<input checked="" type="checkbox"/> Maple Leaf Paper PRICE 160 TOM NOOK'S SHOP (C)
<input checked="" type="checkbox"/> Bamboo Paper PRICE 160 TOM NOOK'S SHOP (C)	<input checked="" type="checkbox"/> Blossom Paper PRICE 160 TOM NOOK'S SHOP (B)	<input checked="" type="checkbox"/> Watermelon Paper PRICE 160 TOM NOOK'S SHOP (B)	<input checked="" type="checkbox"/> Woodcut Paper PRICE 160 TOM NOOK'S SHOP (A)
<input checked="" type="checkbox"/> Orange Paper PRICE 40 TOM NOOK'S SHOP (A)	<input checked="" type="checkbox"/> Vine Paper PRICE 160 TOM NOOK'S SHOP (C)	<input checked="" type="checkbox"/> Deep Sea Paper PRICE 160 TOM NOOK'S SHOP (C)	<input checked="" type="checkbox"/> Octopus Paper PRICE 160 TOM NOOK'S SHOP (B)
<input checked="" type="checkbox"/> Essay Paper PRICE 160 TOM NOOK'S SHOP (B)	<input checked="" type="checkbox"/> Cloudy Paper PRICE 160 TOM NOOK'S SHOP (A)	<input checked="" type="checkbox"/> Starry Sky Paper PRICE 160 TOM NOOK'S SHOP (B)	<input checked="" type="checkbox"/> Festive Paper PRICE - JINGLE See page 74
<input checked="" type="checkbox"/> Panda Paper PRICE 160 TOM NOOK'S SHOP (C)	<input checked="" type="checkbox"/> Petal Paper PRICE 160 TOM NOOK'S SHOP (B)	<input checked="" type="checkbox"/> Daisy Paper PRICE 160 TOM NOOK'S SHOP (A)	<input checked="" type="checkbox"/> Skyline Paper PRICE 160 TOM NOOK'S SHOP (A)

Write Away, Right Away

If you're the type of person who likes a full mailbox, you'll need to write some letters of your own. If you send a letter to a villager, he or she may send you one in return—and if you enclose a gift, even a piece of fruit, the villager may send you something nice. Villagers take letters with them—and they love to show them off—so don't write anything you wouldn't want your mom to see!



 Museum Paper PRICE 160 TOM NOOK'S SHOP (B)	 Cool Paper PRICE 160 TOM NOOK'S SHOP (B)	 Fantasy Paper PRICE 160 TOM NOOK'S SHOP (B)	 Misty Paper PRICE 160 TOM NOOK'S SHOP (C)
 Fortune Paper PRICE - -	 Elegant Paper PRICE 160 TOM NOOK'S SHOP (C)	 Woodland Paper PRICE 160 TOM NOOK'S SHOP (C)	 Simple Paper PRICE 160 TOM NOOK'S SHOP (A)
 Stageshow Paper PRICE 160 TOM NOOK'S SHOP (C)	 Lacy Paper PRICE 160 TOM NOOK'S SHOP (A)	 Ginkgo Paper PRICE 160 TOM NOOK'S SHOP (A)	 Honeybee Paper PRICE 160 TOM NOOK'S SHOP (B)
 Thick Paper PRICE 160 TOM NOOK'S SHOP (A)	 Polka-Dot Paper PRICE 160 TOM NOOK'S SHOP (C)	 Fireworks Paper PRICE 160 TOM NOOK'S SHOP (B)	 Mystic Paper PRICE 160 TOM NOOK'S SHOP (C)
 Spooky Paper PRICE 160 TOM NOOK'S SHOP (B)	 Dizzy Paper PRICE 160 TOM NOOK'S SHOP (B)	 Winter Paper PRICE 160 TOM NOOK'S SHOP (C)	 Sunset Paper PRICE 160 TOM NOOK'S SHOP (A)
 Noodle Paper PRICE 160 TOM NOOK'S SHOP (C)	 Rainbow Paper PRICE 160 TOM NOOK'S SHOP (C)	 Cyroid Paper PRICE 160 TOM NOOK'S SHOP (A)	 Lattice Paper PRICE 160 TOM NOOK'S SHOP (B)
 Neat Paper PRICE 160 TOM NOOK'S SHOP (B)	 Hot Neon Paper PRICE 160 TOM NOOK'S SHOP (A)	 Ivy Paper PRICE 160 TOM NOOK'S SHOP (B)	 Dainty Paper PRICE 160 TOM NOOK'S SHOP (C)
 Horsetail Paper PRICE 160 TOM NOOK'S SHOP (C)	 Cool Neon Paper PRICE 160 TOM NOOK'S SHOP (B)	 Wing Paper PRICE - FOR USE BY THE HAPPY ROOM ACADEMY ONLY	 Butterfly Paper PRICE 160 TOM NOOK'S SHOP (A)
 Felt Paper PRICE 160 TOM NOOK'S SHOP (A)	 Aloha Paper PRICE 160 TOM NOOK'S SHOP (C)	 Dragon Paper PRICE 160 TOM NOOK'S SHOP (A)	 New Year's Card PRICE 160 GIFT FROM YOUR MOTHER ON NEW YEAR'S DAY
 Parchment Paper PRICE 160 TOM NOOK'S SHOP (A)	 Ribbon Paper PRICE 160 TOM NOOK'S SHOP (A)	 Tile Paper PRICE 160 TOM NOOK'S SHOP (B)	 Inky Paper PRICE 160 TOM NOOK'S SHOP (C)

Complete the Catalog

Regardless of how you acquire an item (purchase it, find it, receive it as a gift, etc.), it will be added to your catalog. The catalog is stored in Tom Nook's store, and you can order an item from it at any time. Once you find all the items in a particular section of the catalog, a star will appear next to every item in the group. Try to find all the items in the game, if you can!



Fossils

The bones of ancient behemoths lurk beneath the landscape in *Animal Crossing*, and you're in charge of setting them free. Once you dig up a fossil, you can either sell it to Tom Nook for a hefty profit or donate it to the museum. If you donate an entire skeleton, Blathers will tell you all about the magnificent creature.



READING THE CHARTS

1 Checklist

Once you discover a long-lost fossil, place a check in the box for easy reference.

TRICERA SKULL		1	✓
	PRICE	5,500	2

2 Price



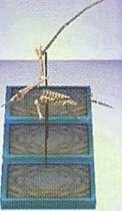

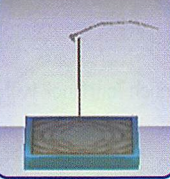



Price indicates what Tom Nook will pay you for the fossil. You must first mail it to the main museum branch so it can be evaluated.

Tricera	TRICERA SKULL	✓	TRICERA TORSO	✓	TRICERA TAIL	✓
		PRICE 5,500		PRICE 5,000		PRICE 4,500
T-Rex	T-REX SKULL	✓	T-REX TORSO	✓	T-REX TAIL	✓
		PRICE 6,000		PRICE 5,500		PRICE 5,000
Apato	APATO SKULL	✓	APATO TORSO	✓	APATO TAIL	✓
		PRICE 5,000		PRICE 4,500		PRICE 4,000

Buy, Buy, Buy!

The special luck-bringing feng shui items (see page 53) are hard to find and usually expensive—but well worth it. If Tom Nook has a lucky item for sale, hawk whatever worldly possessions you must to purchase it. Since the item will appear in your catalog when you buy it, you can pick up multiple copies and make your house a gigantic warehouse of luck.



Stego		STEGO SKULL	✓	STEGO TORSO	✓	STEGO TAIL	✓
			PRICE 5,000		PRICE 4,500		PRICE 4,000
Ptera		PTERA SKULL	✓	PTERA LEFT WING	✓	PTERA RIGHT WING	✓
			PRICE 4,000		PRICE 4,500		PRICE 4,500
Plesio		PLESIO SKULL	✓	PLESIO NECK	✓	PLESIO TORSO	✓
			PRICE 4,000		PRICE 4,500		PRICE 4,500
Mammoth		MAMMOTH SKULL	✓	MAMMOTH TORSO	✓		
			PRICE 3,000		PRICE 2,500		
AMBER	✓	DINOSAUR TRACK	✓	AMMONITE	✓	DINOSAUR EGG	✓
	PRICE 1,200		PRICE 1,000		PRICE 1,100		PRICE 1,400
							PRICE 1,300

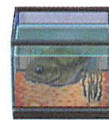
Garden of Earthly Delights

Tom Nook will pay you 100 Bells for a piece of your village's native fruit, but he'll shell out 500 Bells for fruit from another village. If you get your hands on some imported fruit, don't sell it! Bury it instead and wait for it to grow into a tree. When it does, take fruit from the tree and plant more saplings. Soon you'll have a full-blown fruit orchard and a huge source of income. Plant the trees next to Nook's shop so you don't have to walk far.



Fish

With 40 different kinds of fish in the world of Animal Crossing, you're going to have to cast your line frequently to catch them all. You'll find each type of fish only in specific bodies of water and at specific times of the year. Those that you can easily catch tend to fetch a lower selling price, while rarities haul in huge Bells at Tom Nook's shop.



READING THE CHARTS

2 Where

Fish tend to live in specific areas: in the ocean, in the river, at the river mouth, beneath the waterfall, in the main pond or in a holding pond.

3 When

You're most likely to catch a type of fish at certain times of the day—and during specific months of the year. Black type indicates when fish are present; white type indicates the prime time.

1 Price

Price indicates how much Tom Nook will pay for the fish.

Crucian Carp				
	PRICE	120	1	✓
	WHERE	RIVER, POND	2	
	WHEN	ALL YEAR ALL DAY	MAR., APR., OCT., NOV. 9:00 A.M.–4:00 P.M.	3

Crucian Carp				
	PRICE	120	✓	
	WHERE	RIVER, POND		
	WHEN	ALL YEAR ALL DAY	MAR., APR., OCT., NOV. 9:00 A.M.–4:00 P.M.	

Dace				
	PRICE	200	✓	
	WHERE	RIVER, POND		
	WHEN	ALL YEAR 4:00 P.M.–9:00 A.M.	NOV.–APR. 9:00 P.M.–4:00 A.M.	

Loach				
	PRICE	300	✓	
	WHERE	RIVER, POND		
	WHEN	MAR.–MAY ALL DAY	MAY 9:00 A.M.–4:00 P.M.	

Brook Trout				
	PRICE	150	✓	
	WHERE	POND		
	WHEN	ALL YEAR ALL DAY	MAR.–JUNE, SEPT.–NOV. 9:00 A.M.–4:00 P.M.	

Catfish				
	PRICE	200	✓	
	WHERE	RIVER, POND		
	WHEN	MAY–OCT. 4:00 P.M.–9:00 A.M.	JUNE–SEPT. 9:00 P.M.–4:00 A.M.	

Bluegill				
	PRICE	120	✓	
	WHERE	RIVER, POND		
	WHEN	ALL YEAR 9:00 A.M.–4:00 P.M.	MAY–NOV.	

Carp				
	PRICE	300	✓	
	WHERE	RIVER, POND		
	WHEN	ALL YEAR ALL DAY	APR.–JUNE, OCT., NOV. 4:00 P.M.–9:00 A.M.	

Giant Catfish				
	PRICE	3,000	✓	
	WHERE	POND		
	WHEN	JUNE–AUG. 4:00 P.M.–9:00 A.M.		

Small Bass				
	PRICE	200	✓	
	WHERE	RIVER, POND		
	WHEN	ALL YEAR ALL DAY	MAY–NOV. 9:00 A.M.–4:00 P.M.	

Koi				
	PRICE	2,000	✓	
	WHERE	RIVER, POND		
	WHEN	ALL YEAR ALL DAY	DEC.–APR. 4:00 P.M.–9:00 A.M.	

Pale Chub				
	PRICE	200	✓	
	WHERE	RIVER, POND		
	WHEN	ALL YEAR ALL DAY	APR.–JUNE, SEPT.–NOV. 9:00 A.M.–4:00 P.M.	

Bass				
	PRICE	300	✓	
	WHERE	RIVER, POND		
	WHEN	ALL YEAR ALL DAY	MAY–NOV. 4:00 P.M.–9:00 A.M.	

Barbel Steed				
	PRICE	200	✓	
	WHERE	RIVER, POND		
	WHEN	ALL YEAR ALL DAY	NOV.–APR. 9:00 P.M.–4:00 A.M.	

Bitterling				
	PRICE	1,300	✓	
	WHERE	RIVER, POND		
	WHEN	DEC.–FEB. ALL DAY	4:00 A.M.–9:00 P.M.	


Large Bass				
	PRICE	3,000	✓	
	WHERE	RIVER, POND		
	WHEN	ALL YEAR ALL DAY	MAY–NOV. 4:00 P.M.–9:00 A.M.	

Giant Snakehead				
	PRICE	6,500	✓	
	WHERE	POND		
	WHEN	JUNE–AUG., JUL.–AUG. 9:00 A.M.–4:00 P.M.		


When Moods Collide


You'll learn pretty quickly that what you say will affect a villager's mood. If you speak to an animal often and act like a really good friend, the villager may become incredibly happy. But if you say the wrong thing, or whack a citizen with your shovel, the villager will become angry and unwilling to speak. You may observe a villager do something that changes another townie's mood, too. If someone becomes angry, leave for a while until he or she cools off.

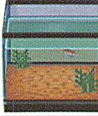



Salmon		
	PRICE	650 ✓
	WHERE	RIVER MOUTH, RIVER, OCEAN, POND
WHEN SEPT. ALL DAY		


Frog		
	PRICE	250 ✓
	WHERE	HOLDING POND
WHEN MAY–AUG. ALL DAY		


Eel		
	PRICE	2,000 ✓
	WHERE	RIVER, POND
WHEN JUNE–SEPT. JULY–AUG. 4:00 P.M.–9:00 A.M. 9:00 P.M.–4:00 A.M.		


Goldfish		
	PRICE	1,300 ✓
	WHERE	RIVER, POND
WHEN ALL YEAR SEPT. ALL DAY		


Killifish		
	PRICE	300 ✓
	WHERE	HOLDING POND
WHEN APR.–AUG. ALL DAY		


Freshwater Goby		
	PRICE	300 ✓
	WHERE	RIVER, POND
WHEN ALL YEAR ALL DAY		

Popeyed Goldfish		
	PRICE	1,300 ✓
	WHERE	RIVER, POND
WHEN ALL YEAR SEPT. 9:00 A.M.–4:00 P.M.		

Jellyfish		
	PRICE	100 ✓
	WHERE	OCEAN
WHEN 2ND HALF OF AUG. ALL DAY		

Pond Smelt		
	PRICE	300 ✓
	WHERE	RIVER, POND
WHEN DEC.–FEB. ALL DAY 4:00 A.M.–9:00 P.M.		

Guppy		
	PRICE	1,300 ✓
	WHERE	RIVER, POND
WHEN APR.–NOV. 9:00 A.M.–4:00 P.M.		


Sea Bass		
	PRICE	120 ✓
	WHERE	OCEAN
WHEN 2ND HALF OF AUG., 1ST HALF OF SEPT. ALL DAY		


Sweetfish		
	PRICE	1,300 ✓
	WHERE	RIVER, POND
WHEN JULY–SEPT. JULY–AUG. ALL DAY 4:00 A.M.–9:00 P.M.		


Angelfish		
	PRICE	3,000 ✓
	WHERE	RIVER, POND
WHEN MAY–OCT. 4:00 P.M.–9:00 A.M.		


Red Snapper		
	PRICE	3,000 ✓
	WHERE	OCEAN
WHEN ALL YEAR APR.–JUNE 4:00 P.M.–9:00 A.M.		

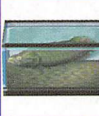
Cherry Salmon		
	PRICE	1,300 ✓
	WHERE	RIVER, POND
WHEN MAR.–JUNE, SEPT.–NOV. 4:00 A.M.–9:00 A.M., 4:00 P.M.–9:00 P.M.		


Piranha		
	PRICE	6,500 ✓
	WHERE	RIVER, POND
WHEN JUNE–SEPT. 9:00 A.M.–4:00 P.M., 9:00 P.M.–4:00 A.M.		

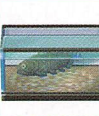
Barred Knifejaw		
	PRICE	5,000 ✓
	WHERE	OCEAN
WHEN MAR.–NOV. 4:00 A.M.–9:00 A.M., 4:00 P.M.–9:00 P.M.		

Rainbow Trout		
	PRICE	650 ✓
	WHERE	RIVER, POND
WHEN MAR.–JUNE, SEPT.–NOV. MAR., APR., SEPT., OCT. 4:00 A.M.–9:00 A.M., 4:00 P.M.–9:00 P.M.		


Arowana		
	PRICE	10,000 ✓
	WHERE	RIVER, POND
WHEN JUNE–SEPT. 4:00 A.M.–9:00 A.M., 4:00 P.M.–9:00 P.M.		

Arapaima		
	PRICE	10,000 ✓
	WHERE	RIVER, POND
WHEN JULY–1ST HALF OF SEPT. 4:00 P.M.–9:00 A.M.		

Large Char		
	PRICE	10,000 ✓
	WHERE	WATERFALL
WHEN MAR.–JUNE, SEPT.–NOV. 4:00 A.M.–9:00 A.M., 4:00 P.M.–9:00 P.M.		

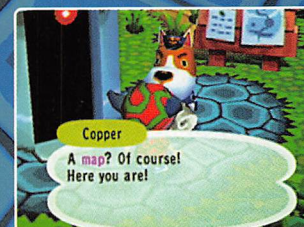
Coelacanth		
	PRICE	15,000 ✓
	WHERE	OCEAN (WHEN RAINING)
WHEN ALL YEAR 4:00 P.M.–9:00 A.M.		

Stringfish		
	PRICE	15,000 ✓
	WHERE	RIVER, POND
WHEN DEC.–FEB. 4:00 P.M.–9:00 A.M.		

Crawfish		
	PRICE	250 ✓
	WHERE	HOLDING POND
WHEN APR.–1ST HALF OF SEPT. ALL DAY		

Never Get Lost Again

When you first travel to another town, locate Officer Copper immediately. You can find the location of his police station by checking the town map right next to the train station. Once you find him, ask him for a copy of the local town map. Then you can refer to it to figure out where the local points of interest are located and where all the local animal citizens live. Equipped with a map, you can make the most of even the briefest of visits.



Insects

Forty insects buzz and wriggle throughout Animal Crossing. To find them all, you should keep your eyes and ears open all year long. Have a net with you at all times, just in case you spot one of the rare bugs you need to finish off your collection. Most insects are found only in certain kinds of spots and during specific times of the year.

READING THE CHARTS

1 Price

Price indicates how much Tom Nook will pay for the insect.

Common Butterfly			
PRICE	80	1	✓
WHERE	ANYWHERE	2	
WHEN	MAR.-OCT. APR.-JUNE		3
	8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.		

2 Where

Insects tend to live in specific areas—on plants, near the water, in the air or on the ground. You must lure other insects from hiding or shake them out of trees.

3 When

You're most likely to catch a type of insect at certain times of the day—and during specific months of the year. Black type indicates when an insect is present; white type indicates the prime time.

Common Butterfly			
PRICE	80	✓	
WHERE	ANYWHERE		
WHEN	MAR.-OCT. APR.-JUNE		
	8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.		

Robust Cicada			
PRICE	300	✓	
WHERE	ON TREES		
WHEN	JULY-AUG.		
	8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.		

Darner Dragonfly			
PRICE	200	✓	
WHERE	ANYWHERE		
WHEN	JUNE-AUG. JUNE		
	8:00 A.M.-5:00 P.M.		

Yellow Butterfly			
PRICE	80	✓	
WHERE	ANYWHERE		
WHEN	MAR.-OCT. APR.-JUNE		
	8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.		

Walker Cicada			
PRICE	400	✓	
WHERE	ON TREES		
WHEN	JULY-SEPT.		
	8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.		

Banded Dragonfly			
PRICE	4,500	✓	
WHERE	ANYWHERE		
WHEN	JULY-AUG.		
	8:00 A.M.-5:00 P.M.		

Tiger Butterfly			
PRICE	200	✓	
WHERE	ANYWHERE		
WHEN	APR.-SEPT. MAY-JUNE		
	8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.		

Evening Cicada			
PRICE	850	✓	
WHERE	ON TREES		
WHEN	JULY-AUG.		
	4:00-8:00 A.M., 4:00-7:00 P.M. 4:00 P.M.-7:00 P.M.		

Cricket			
PRICE	130	✓	
WHERE	IN GRASS		
WHEN	SEPT.-NOV. SEPT.		
	5:00 P.M.-8:00 A.M. 7:00 P.M.-4:00 A.M.		

Purple Butterfly			
PRICE	2,000	✓	
WHERE	ANYWHERE		
WHEN	JUNE-AUG.		
	8:00 A.M.-5:00 P.M.		

Red Dragonfly			
PRICE	80	✓	
WHERE	ANYWHERE		
WHEN	SEPT.-OCT.		
	8:00 A.M.-7:00 P.M. 4:00 P.M.-5:00 P.M.		

Grasshopper			
PRICE	130	✓	
WHERE	IN GRASS		
WHEN	AUG.-SEPT.		
	8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.		

Brown Cicada			
PRICE	200	✓	
WHERE	ON TREES		
WHEN	JULY-AUG.		
	8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.		

Common Dragonfly			
PRICE	130	✓	
WHERE	ANYWHERE		
WHEN	MAY-JULY MAY-JUNE		
	8:00 A.M.-5:00 P.M.		


Pine Cricket			
PRICE	100	✓	
WHERE	IN GRASS		
WHEN	SEPT.-OCT.		
	5:00 P.M.-8:00 A.M. 7:00 P.M.-4:00 A.M.		

Bell Cricket			
PRICE	430	✓	
WHERE	IN GRASS		
WHEN	SEPT.-OCT.		
	5:00 P.M.-8:00 A.M. 7:00 P.M.-4:00 A.M.		

Cockroach: Pest or Collectible?

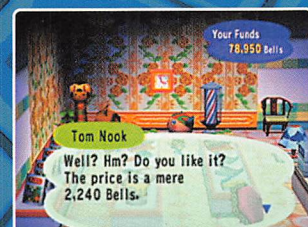
If you don't visit your Animal Crossing town for a week or more, you may find that your house has become infested with cockroaches. You can squash them simply by running around your pad, crushing the insects underfoot. It's too bad that you can't use your tools indoors and swipe one up with your net—you need a cockroach to complete your insect collection. There are sneaky ways to nab a cockroach in the wild (see page 45).



 Drone Beetle PRICE 80 ✓ WHERE ON TREES WHEN JULY-AUG. ALL DAY 4:00 A.M.-8:00 A.M., 5:00 P.M.-7:00 P.M.	 Ant PRICE 80 ✓ WHERE ATTRACTED TO CANDY OR DECAYED TURNIPS WHEN ALL YEAR ALL DAY	 Ladybug PRICE 130 ✓ WHERE ON FLOWERS WHEN MAR.-JULY, OCT. MAR.-MAY 8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.	 Longhorn Beetle PRICE 200 ✓ WHERE ANYWHERE WHEN JUNE-AUG. 8:00 A.M.-5:00 P.M.
 Pill Bug PRICE 250 ✓ WHERE UNDER ROCKS SEE PAGE 45 WHEN ALL YEAR ALL DAY	 Spotted Ladybug PRICE 200 ✓ WHERE ON FLOWERS WHEN MAR.-JULY, OCT. MAR.-MAY 8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.	 Jewel Beetle PRICE 3,000 ✓ WHERE ON TREES WHEN JULY-AUG. 8:00 A.M.-4:00 P.M.	 Mosquito PRICE 130 ✓ WHERE ANYWHERE WHEN MAY-SEPT. JULY-AUG. 8:00 A.M.-11:00 P.M.
 Mantis PRICE 430 ✓ WHERE ON FLOWERS WHEN AUG.-OCT. SEPT.-OCT. 8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.	 Dynastid Beetle PRICE 1,350 ✓ WHERE ON TREES WHEN JULY-AUG. 7:00 P.M.-8:00 A.M.	 Mole Cricket PRICE 200 ✓ WHERE UNDERGROUND WHEN NOV.-MAY DEC.-APR. ALL DAY	 Long Locust PRICE 200 ✓ WHERE IN GRASS WHEN AUG.-NOV. SEPT. 8:00 A.M.-5:00 P.M. 8:00 A.M.-4:00 P.M.
 Flat Stag Beetle PRICE 2,000 ✓ WHERE ON TREES WHEN JUNE-AUG. 7:00 P.M.-8:00 A.M.	 Spider PRICE 300 ✓ WHERE IN TREES WHEN APR.-SEPT. ALL DAY	 Migratory Locust PRICE 1,350 ✓ WHERE GRASS WHEN SEPT.-NOV. SEPT.-OCT. 8:00 A.M.-7:00 P.M. 8:00 A.M.-4:00 P.M.	 Saw Stag Beetle PRICE 2,000 ✓ WHERE ON TREES WHEN JULY-AUG. 7:00 P.M.-8:00 A.M.
 Snail PRICE 250 ✓ WHERE ON FLOWERS WHEN APR.-SEPT. ALL DAY	 Cockroach PRICE 5 ✓ WHERE ON TREES / ON FLOWERS / ATTRACTED TO TURNIPS (SEE PAGE 45) WHEN MAR.-NOV. ALL DAY	 Mountain Beetle PRICE 2,000 ✓ WHERE ON TREES WHEN JULY-AUG. 7:00 P.M.-8:00 A.M.	 Bagworm PRICE 250 ✓ WHERE IN TREES WHEN OCT.-MAR. ALL DAY
 Bee PRICE 4,500 ✓ WHERE IN TREES WHEN ALL YEAR ALL DAY	 Giant Beetle PRICE 10,000 ✓ WHERE ON TREES WHEN JULY-AUG. 11:00 P.M.-8:00 A.M.	 Firefly PRICE 250 ✓ WHERE NEAR WATER WHEN JUNE 7:00 P.M.-4:00 A.M. 7:00 P.M.-11:00 P.M.	 Pondskater PRICE 130 ✓ WHERE IN MAIN POND AND HOLDING PONDS WHEN JUNE-SEPT. 8:00 A.M.-7:00 P.M.

Spy Before You Buy

When you spot wallpaper or carpeting at Tom Nook's shop, always ask the salesman to display the item on the walls or on the floor before you buy it. That way, you can better imagine whether it will go well with your own interior. If you don't like how it looks, you can always tell Tom that you're not interested in buying it. He's a professional—he won't take your decision as an insult.



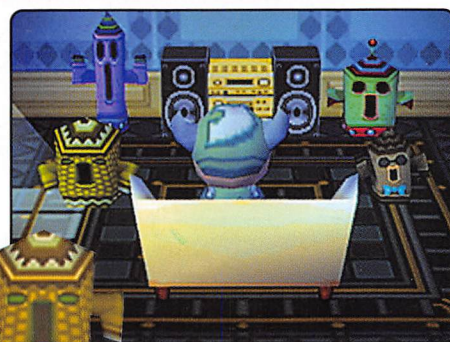
Gyroids

Gyroids are bizarre figurines that sway and dance to their own beat—and sometimes to the music around them. You'll need a shovel to find all 127, as you must dig them out of the ground. You can usually find lots of them on the first clear day after a rainstorm.



Find Your Favorite Rhythm

Gyroids make a wide variety of noises, and their boops, beeps, buzzes and clicks add a touch of individuality to any home. But they're not just senseless noisemakers—they also know how to get down and boogie to a good tune. In the picture to the right, we've placed a Mini Bowtoid, a Squat Nebuloid, a Slim Nebuloid and a Mega Buzzoid together and stuck K.K. Slider's "Two Days Ago" in the boom box—the result is nothing short of disco fever! Experiment with different combinations of music and Gyroids to find the one that suits you best.



Gargloid



MINI GARGLOID GARGLOID TALL GARGLOID

Warbloid



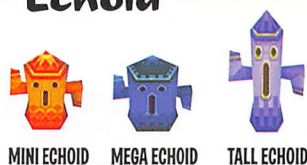
MINI WARBLOID WARBLOID TALL WARBLOID

Freakoid



MINI FREAKOID MEGA FREAKOID

Echoid



MINI ECHOID MEGA ECHOID TALL ECHOID

Gongoid



MINI GONGOID MEGA GONGOID GONGOID TALL GONGOID

Poltergoid



MINI POLTERGOID MEGA POLTERGOID POLTERGOID TALL POLTERGOID

Lamentoid



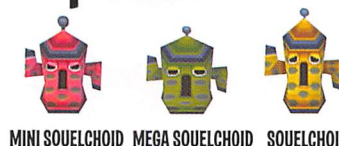
MINI LAMENTOID MEGA LAMENTOID LAMENTOID TALL LAMENTOID

Metatoid



MINI METATOID METATOID

Squelchoid



MINI SQUELCHOID MEGA SQUELCHOID SQUELCHOID

Don't Make Nook Break Your Thumbs...

If you manage to pay back all of the money that you owe Mr. Tom Nook (including loans for all your housing upgrades), you will be rewarded with a statue of yourself. The first player in a village to erase his or her debt receives a gold statue, the second player gets a silver statue and the third player gets a bronze statue.



Fizzoid



MINI FIZZOID MEGA FIZZOID

Plinkoid



MINI PLINKOID MEGA PLINKOID PLINKOID

Croakoid



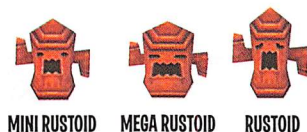
MINI CROAKOID MEGA CROAKOID CROAKOID TALL CROAKOID

Strumboid



MINI STRUMBOLD MEGA STRUMBOLD STRUMBOLD TALL STRUMBOLD

Rustoid



MINI RUSTOID MEGA RUSTOID RUSTOID

Buzzoid



MINI BUZZOID MEGA BUZZOID BUZZOID TALL BUZZOID

Timpanoid



MINI TIMPANOID MEGA TIMPANOID TIMPANOID TALL TIMPANOID

Dekkoid



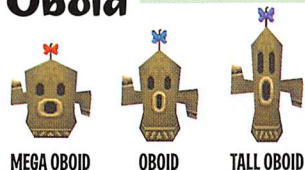
MINI DEKKOID MEGA DEKKOID DEKKOID

Drilloid



MINI DRILLOID MEGA DRILLOID DRILLOID

Oboid



MEGA OBOID OBOID TALL OBOID

Clankoid



MINI CLANKOID MEGA CLANKOID CLANKOID TALL CLANKOID

Alloid



MINI ALLOID MEGA ALLOID TALL ALLOID

Dinkoid



MINI DINKOID MEGA DINKOID

Droploid



TALL DROPLOID

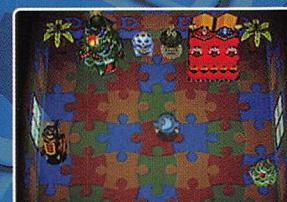
Harmonoid



MINI HARMONOID MEGA HARMONOID HARMONOID TALL HARMONOID

Use the Power of Feng Shui

If you collect a matching set of furniture, you may receive the blessing of lady luck! You can earn more money and items if you use feng shui when you decorate your house. Placing like colors in your house is important, but there are many other things to consider as well. Check out pages 78-120 for lists of items and page 53 for more about the ancient art of feng shui.



Tootoid



MINI TOOTOID

MEGA TOOTOID

TOOTOID

Howloid



MINI HOWLOID

MEGA HOWLOID

HOWLOID

Bowtoid



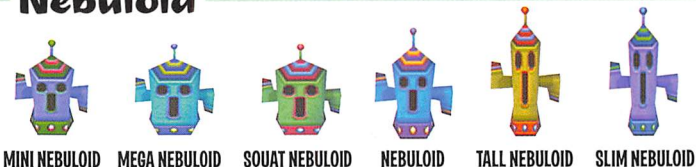
MINI BOWTOID

MEGA BOWTOID

BOWTOID

TALL BOWTOID

Nebuloid



MINI NEBULOID

MEGA NEBULOID

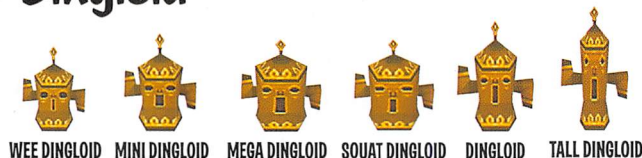
SQUAT NEBULOID

NEBULOID

TALL NEBULOID

SLIM NEBULOID

Dingloid



WEE DINGLOID

MINI DINGLOID

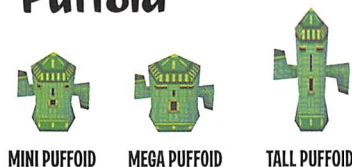
MEGA DINGLOID

SQUAT DINGLOID

DINGLOID

TALL DINGLOID

Puffoid



MINI PUFFOID

MEGA PUFFOID

TALL PUFFOID

Lullaboid



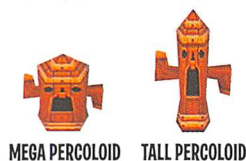
MINI LULLABOID

MEGA LULLABOID

LULLABOID

TALL LULLABOID

Percoloid



MEGA PERCOLOID

TALL PERCOLOID

Sproid



MINI SPROID

MEGA SPROID

SPROID

TALL SPROID

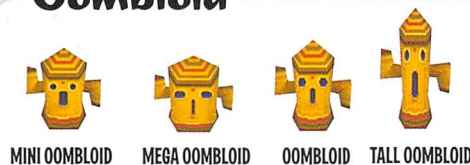
Rhythmoid



MINI RHYTHMOID

RHYTHMOID

Oombloid



MINI OOMBLOID

MEGA OOMBLOID

OOMBLOID

TALL OOMBLOID

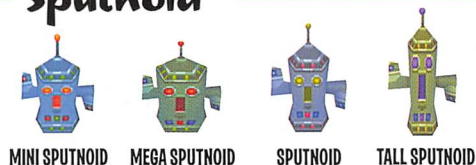
Bovoid



MEGA BOVOID

TALL BOVOID

Sputnoid



MINI SPUTNOID

MEGA SPUTNOID

SPUTNOID

TALL SPUTNOID

Quazoid



MINI QUAZOID

MEGA QUAZOID

QUAZOID

TALL QUAZOID

SLIM QUAZOID

Do You Feel Lucky, Punk?

While you must sort most items by color and direction for them to have the best feng shui effect, there are a few special items that increase your luck just by being in your home. Normally, they'd bump it up in only one category (depending on which wall it faces), but you can collect two different kinds of luck at once by placing the special item in the corner. See page 53 for a list of luck-bringing special items.



NES Games

Old school meets new school when you unlock classic NES titles in *Animal Crossing*. If you're too young to remember the glory days of 8-bit titles—or if you've misplaced all your old copies of *Nintendo Power*—you can start learning the basic strategies on the following pages.



Pinball

CONTROLS

Control Pad

Activate left flipper

A/B Button

Activate right flipper/Shoot the ball

Did you know?

“Blockers” are small plungers that prevent your ball from leaving the pinball machine.

PINBALL WIZARD

The concept behind pinball is simple: Keep the ball in play. If you score 50,000 points, you'll get an extra ball. If you score 100,000 points, your flippers will become invisible—but they'll reappear if you rack up 150,000 points.

Seal the Deal

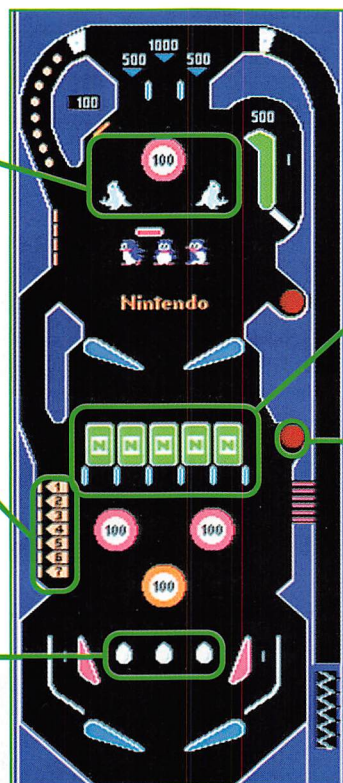
If you shoot the ball all the way through the upper left-hand lane, the two seals in the middle of the screen will become active. You'll earn 100 points each time the happy aquatic critters volley the ball.

Our Esteemed Panel

If you clear all seven panels on the left-hand side of the screen, you'll open up a secret exit that takes your ball back to the plunger.

Eggs Over Easy

Three eggs are waiting to hatch. If you break all three open, blockers will appear on either side of the lower flippers.

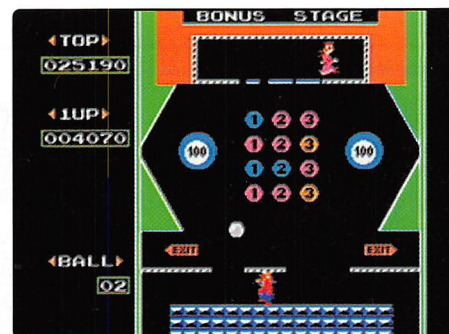


Hold 'Em and Fold 'Em

Shoot the ball at the cards to turn them over. If you expose a royal flush (ace, king, queen, jack, ten), a blocker will appear between the bottom set of flippers.

Bonus Breakage

Shoot your ball into the red hole to reach a bonus stage with Mario and Peach. Hit like numbers to break Peach's prison cell then catch her when she falls to earn 10,000 points.





Golf

CONTROLS

Control Pad

Up and Down to choose a club/ Left or Right to aim your shot

A Button

Swing the club

Did you know?

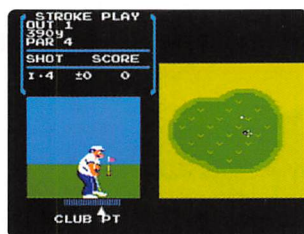
A gentle touch is best on the greens. If you putt too hard, the ball will race past the hole.

ALL IN THE TIMING

Hitting the ball is a three-part process. Look at the line below your player as you shoot—that is your swing meter. Press the A Button once to set your swing in motion, then press it a second time to determine the force of the shot. Press the A Button a final time to determine your shot's accuracy—stop it in the white area for best results.

THE LAY OF THE GREEN

Watch for discolored patches of grass on the green. They will alter the speed and direction of your ball, often causing it to roll in a crazy direction. The more marks a green has, the more you must compensate for its slant.



Club Strength

CLUB	FAIRWAY	BUNKER	CLUB	FAIRWAY	BUNKER
1 Wood	262	131	5 Iron	159	79.5
2 Wood	240	120	6 Iron	142	71
4 Wood	230	115	7 Iron	126	63
1 Iron	213	106.5	8 Iron	109	54.5
2 Iron	191	96.5	9 Iron	89	44.5
3 Iron	180	90	SW	66	33
4 Iron	170	85	PW	33	16.5

The chart to the left shows how far a club will drive the ball (on average) from both the fairway and the bunker.



Balloon Fight

CONTROLS

Control Pad

Control your player

A Button

Tap to float up

B Button

Tap to float up

Did you know?

Balloon Fight was released in 1986. It was one of the first titles for the Nintendo Entertainment System.

BALLOON FIGHT CLUB

The concept behind Balloon Fight is simple—float through the air and break the balloons of your enemies by landing on them. It can be hard to slow down after you've built up speed. If you need to brake quickly, press the Control Pad in the opposite direction from the one you're headed. To get a speed boost, bounce yourself off the top of the level and watch your balloon fighter careen all over the place.

BALLOONS APLENTY

Pink



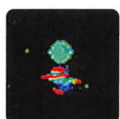
Pink balloons are slow and break easily—you should have little trouble with them.

Beige



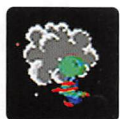
Beige balloons are fast and wily. They will also chase you around the entire screen.

Green



Green balloons stay at around the same altitude and move from side to side.

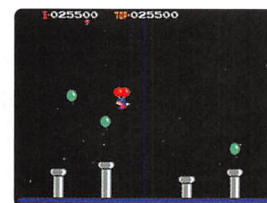
Fish



If you get too close to the water, a fish might show up and try to turn you into a snack.

FULL OF HOT AIR

After you complete three levels, you can play a bonus game where you must pop balloons that are floating out of pipes. Pop all 20 for a perfect score.



Reset Reflexes

Whenever you reset your game, the town mole, named Mr. Resetti, will give you fair warning about resetting the game or turning it off without saving first, but even the most patient mole has his limits. If you continue to reset the game over and over, he will eventually get so mad that he'll reset the game for you—but don't worry. It's just his idea of a bad joke. Nevertheless, it's better not to get him angry, so always save your game!





Tennis

CONTROLS

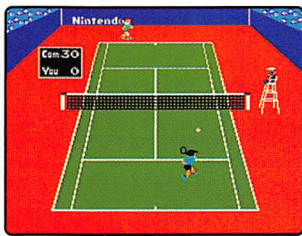
Control Pad	Move your player
A Button	Serve / Hard Shot
B Button	Lob

Did you know?

Play against the computer in Singles Mode, or play with a friend against the computer in Doubles Mode.

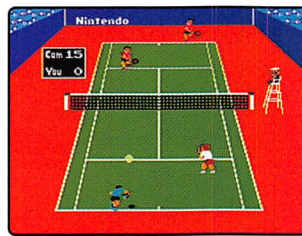
● SERVE AND MATCH

There are five difficulty levels in the game—one is the easiest and five is the hardest. If your opponent rushes the net, use a lob to send the ball beyond his reach. If he's hanging back, try slamming the ball in his face.

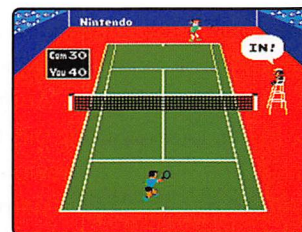


● GOOD GOLLY, MISSED VOLLEY

Your player will throw the ball in the air when he is ready to serve, and you must hit it before it falls to the ground. If you miss the ball, you'll fault. If you fault twice, the other player will get a point. You



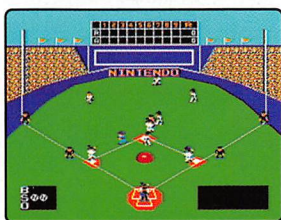
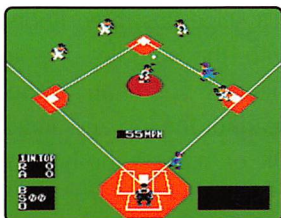
want to swing when the ball is just above your head. In Doubles, make sure that you split up the court before you play. Have one player take the left side while the other takes the right, or else have one player take backcourt and the other take frontcourt.



Baseball

● YANKEE, GO HOME

Choose from one of six different teams and hit the field. On offense, use the Control Pad to position the batter and A to swing. If you want to advance a base, press the Control Pad in the direction of the occupied base (not the base to which you want to run) and press A. If you want to steal, press the Control Pad toward the occupied base and press B as the pitcher releases the ball. On defense, you can choose from four different pitches by pressing Up, Down, Left or Right.



CONTROLS (Offense)

Control Pad	Move the batter in the box / Choose your base when running the base paths
A Button	Swing / Return to base
B Button	Advance on base / Steal

CONTROLS (Defense)

Control Pad	Decide the kind of balls / Decide which base your players throw the ball to
A Button	Pitching / Throwing
B Button	Check the runner

Did you know?

- 1) You can play against the computer in One-Player Mode or against a buddy in Two-Player Mode.
- 2) Teams "D" and "R" are the best teams in the game. Team "Y" is so-so, but avoid the others. They have lousy defense and poor hitters.

EEK! What's That?!

While you always want to save your game before calling it a night (after all, no one likes to meet Mr. Resetti), you want to be especially careful about saving your game after visiting a friend's village. If you reset the game or lose power while in a different village, you'll lose all the money and items in your inventory. You'll also turn into a weird zombie-looking character. Scary stuff. Make sure that you save your game.





Donkey Kong

CONTROLS

Control Pad	Move
A Button	Jump

Did you know?

Though Mario's love interest later came to be known as Peach, she is called Pauline in Donkey Kong.

A VIDEO GAME CLASSIC

The classic title that launched the career of Shigeru Miyamoto is yours to play in Animal Crossing. Donkey Kong pits the angry ape against a previously unknown plumber named Mario, who is attempting to rescue his girlfriend—a running theme in subsequent Mario titles.

STAGE 1—ROLL OUT THE BARREL

Donkey Kong will throw barrels to impede your progress. Jump over the barrels or destroy them by grabbing a nearby hammer. You can stand on a ladder and let barrels roll under you, but don't stay there for long or a barrel will fall on your head.



Jumping over barrels is the key to surviving Donkey Kong. You want to leap just as the barrel is about to strike you. It's better to jump early than late.



Donkey Kong 3

CONTROL

Control Pad	Move
A or B Button	Use the spray

Did you know?

Donkey Kong 3 is the only NES Donkey Kong game in which Mario does not appear.

DON'T BUG ME

You are a gardener with bigger problems than beetles or weeds—Donkey Kong has invaded your Eden! Use the spray gun to shoot insects and push Donkey Kong up the vines. If you eliminate every insect or push DK all the way to the top, you'll advance to the next stage. You'll earn a bonus if all five flowers remain.

GET A GREEN THUMB

On a stage with three floors, stay in the middle and focus all your firepower on DK. It's the easiest area in the game.



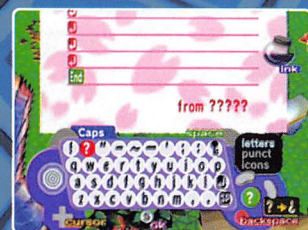
On the stage with two floors, you'll want to ignore Creepy (the worm) completely and take out bugs only if they steal your mutant plants.

If a stage has three floors, with the middle one in pieces, you can either head for the top and attack DK or stay on the bottom and attack the bugs.



Return to Sender

Writing letters is fun and easy, but sometimes you might want the sender to remain a mystery. If you want to change your signature, write a letter and move the cursor to the bottom of the page by pressing Down on the Control Pad. Once you reach the bottom, you'll see your own name. Change it to whatever you want and mail the letter—be aware, the changes will stay in effect the next time you write a note.





Wario's Woods

CONTROLS

Control Pad

Left or Right—move/Up—climb/Down—drop

B Button

Place a single bomb or enemy.

A Button

Place all bombs or enemies in a row.

Kick: A Button + Control Pad. Escape or set an item down: A+B Buttons

Did you know?

If you choose option A from the main menu, you will battle against monsters only. If you choose option B, you will have a boss battle every 10 rounds.

WACKY WARIO

Wario's Woods is a puzzle game that plays like a combination of Dr. Mario and Tetris. You must arrange falling enemies and bombs into diagonal, vertical or horizontal lines to make them disappear. If you clear a level, you'll move on to the next stage—and take a bit of Wario's precious gold with you.



TIPS FOR TAT

Sometimes Wario will make the ceiling drop a couple of notches. When he does, quickly rearrange any enemies or bombs that might get crushed or try to eliminate a stack of monsters double-fast. If you are surrounded by enemies or bombs, press the A and B Buttons simultaneously to escape upward. You can also run up the sides of enemies by holding the Control Pad (or Control Stick) in the direction you want to go. If you clear five or more enemies and/or bombs at the same time, a diamond will appear. Catch the diamond to make all enemies of a like color vanish before your eyes.

THE VANISHING

You must clear some enemies in a certain way. Diagonal rows are the most difficult to construct, but you won't get rid of Beaker or Scram without them.

Fuzz Spud Squeak



Place at least two Fuzz, Spud or Squeak monsters and a bomb in a row of any shape—horizontal, vertical or diagonal. They are the easiest enemies to eliminate.

Beaker Scram



Place at least two Beaker or Scram monsters and one bomb in a diagonal row. You cannot eliminate them by any other means—except the diamond.

Dovo



Dovos change color at random. Work quickly to eliminate them before they can switch.

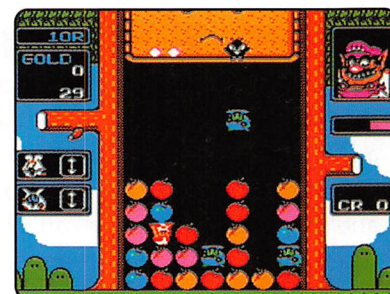
Spook



Arrange two Spooks and a bomb in a row to make them flash, then hit them with another bomb.



If Wario drops the ceiling, you need to raise the roof! If you make a match of four or more pieces, the ceiling will rise. You can also make a three-piece match, but only diagonally.



The hero of Wario's Woods is none other than Toad. It is the first, and only, game that featured Toad without a supporting cast.

A Reel Fish Story

You already know that your villagers are a friendly lot, but do you know how far their good intentions go? Head down to the water and find an area next to a villager's house (or by a wandering villager if no house is available) then start fishing. If you manage to land a prize catch, the nearby villager will clap and cheer for your angling skills.





Punch-Out!!

CONTROLS

Control Pad

Left or Right to dodge/Down to guard/Down twice to duck

A Button

Right body blow (Press Up and A to perform a right head shot)

B Button

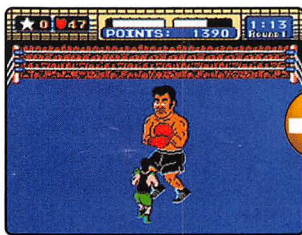
Left body blow (Press Up and B to perform a left head shot)

Start Button

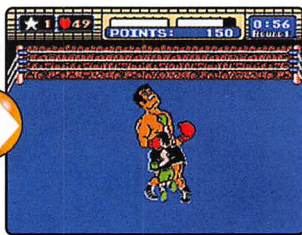
Uppercut (You must have a star to use this punch)

GIVE IT AWAY

Punch-Out!! is an NES classic that pits you, Little Mac, against a whole host of plucky pugilists. Most opponents have a special move that can send you to the canvas in a hurry, but they almost always tip their hand. Look for raised eyebrows, shuffling feet and other twitches that show when a boxer is about to unleash his fury. Every boxer is shown to the right. You must defeat some fighters more than once to become the world champ. If you battle a fighter twice, he will be much harder the second time.



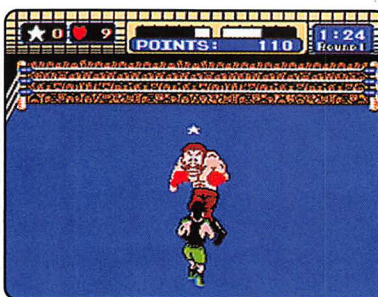
Honda's eyebrows rise and fall just before he throws a punch.



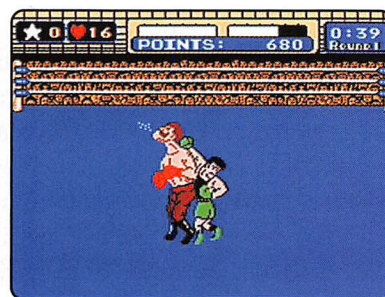
Duck to one side, then let him have it with a quick head shot.

PUNCH AND COUNTERPUNCH

If you counterpunch an opponent—or get in a great shot that stuns him—you'll earn a star. Once you have a star, press Start or the Y Button to perform an uppercut. The uppercut deals massive amounts of damage and is perfect to use on an opponent with lots of health. The uppercut is an all-or-nothing kind of attack, and you are vulnerable to a counterpunch when you use it.



If you have a star and a boxer punches you, you'll lose it—so use the star quickly!



Wait until you see an opening to use the uppercut. It works well on stunned opponents.

KNOW YOUR FOES

Glass Joe



Von Kaiser



Piston Honda Don Flamenco



King Hippo



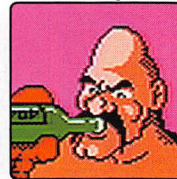
Great Tiger



Bald Bull



Soda Popinski



Mr. Sandman



Super Macho Man

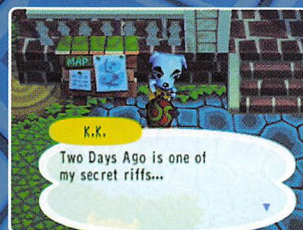


Mr. Dream



Hey, Play the B-Sides!

K.K. Slider has a wide array of fantastic songs at his disposal, including three special songs that are available only by special request. Ask the strumming canine to play one of the following songs: "K.K. Song," "I Love You" or "Two Days Ago." K.K. Slider will be surprised that you know the works, but then he'll gladly play them. Making a request is the only way you can get a cassette tape of those three tunes.

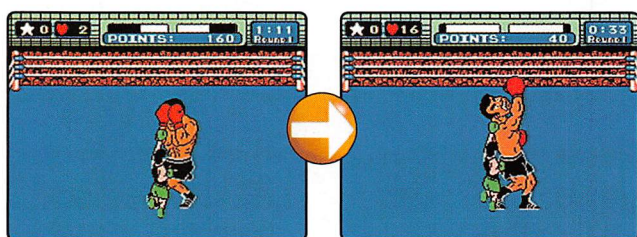


Did you know?

- 1) You begin as a third-tier boxer in a low-level circuit. Each time you move up a circuit, you get a pass key.
- 2) Enter '075-541-6113' as a pass key, then press the A Button to hear a Japanese telephone. The code is just for fun.
- 3) Enter '267-853-7537' as a pass key, then press the A Button. Your record will change to 89W - 2L - 89KO.

PISTON HONDA

When Honda's eyebrows twitch, he's about to throw a jab. Dodge and then use a head shot. If Honda blinks red and pulls his arm back, dodge to the left and respond with a body blow. When he jumps around the ring, he's about to unleash a flurry of punches. Block four times in a row, then hit him with head shots.

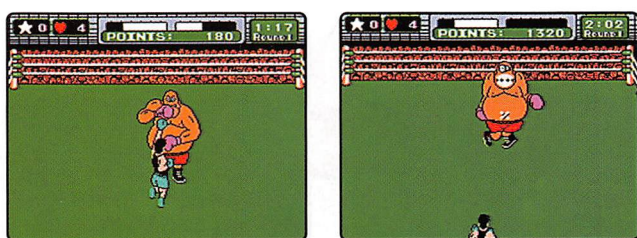


Honda has a great defense that you can't penetrate.

Wait for him to swing, then respond with a counterpunch.

KING HIPPO

The rotund King Hippo comes from a mysterious island and possesses an almost impenetrable defense. Dodge his punches and wait for him to open his mouth (look for him to pull his fist up to his head). While his mouth is open, punch him in the head, then hit him eight times in the stomach. Repeat the pattern four times to commit boxing regicide.



You'll lose a heart if you hit Hippo's gloves, so be patient.

You can't win the match on points. A KO is your only option.

DON FLAMENCO

Don Flamenco is a cream puff whom you can defeat with little trouble. Hit him once, then wait for him to throw a hook. When he does, respond with a flurry of head shots. Alternate hands when punching (left, right, left, right) to KO him in the first minute.



A rose by any other name is still a wimp.



Left, right, left, right—it's easier than winning a rigged Don King match!

GREAT TIGER

Look for the jewel in Great Tiger's turban to blink, then either hit him with a quick head shot to gain a star, or duck out of the way of the upcoming punch. When he pulls back and starts to spin around the ring, get ready for an onslaught. You must block, release and block again five times to avoid being knocked down.



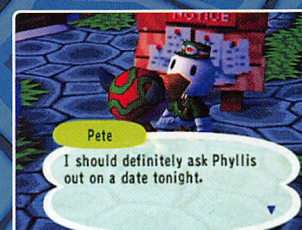
When Great Tiger spins around the ring, block and release.



He'll be woozy if you block all five punches—hit him with a head shot.

Pete's Draggin'

Pete, the mail carrier, is a busy fellow, but you can stop him for a quick chat if your timing is right. Wait near the message board by your house at either 9 A.M. or 5 P.M. to catch the postal pelican in the act. He'll dish a bit of dirt about his social life, including putting to rest the tiresome rumor that he and Pelly are an item. He and Phyllis, on the other hand . . .



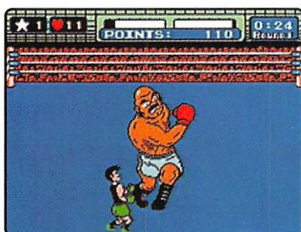
Punch-Out continued

Did you know?

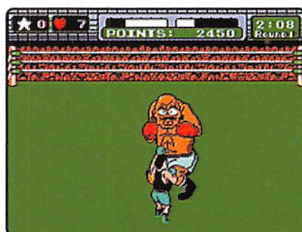
- 1) Enter '007-373-5963' as a pass key, then press the A Button to fight against Mr. Dream.
- 2) Enter '135-792-4680' as a pass key, then press X, A and B simultaneously to enter Another World Circuit.
- 3) Enter '106-113-0120' as a pass key, then press X, A and B simultaneously to see the credits.

BALD BULL

Bald Bull's secret attack is the Bull Charge, a mighty punch that will send you to the canvas with one hit. When he runs to the rear of the ring, get ready. Wait for him to bounce forward, then hit him in the gut on the third bounce, just before he swings. It takes practice to get it right.



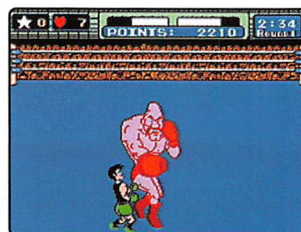
Avoid Bull's punches while you wait for the charge.



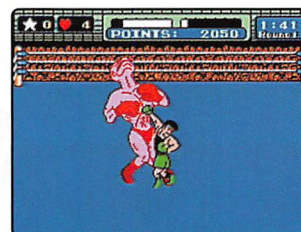
If you strike him while he's charging, he'll drop like a stone.

SODA POPINSKI

Soda Popinski is a tough cookie—he doesn't have a power move or an easy way to knock him down. Look for a big windup on his punches, then dodge out of the way. When he shuffles his feet, he's about to strike with three jabs. Dodge them all, then respond with head shots.



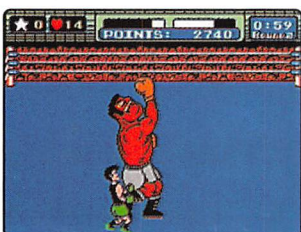
There's a weird noise just before Soda starts to shuffle—listen for it.



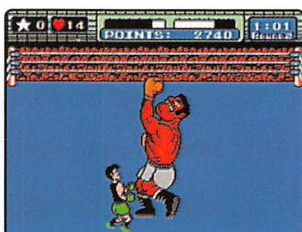
If you get a star, use it after he swings and misses with a medium-range punch.

MR. SANDMAN

The hulking Mr. Sandman is a bruiser with strength to spare. He has two basic punches—a jab and a swing—plus a nasty uppercut. Look for him to spin his gloves before a jab or swing. Dodge out of the way, then hit him with a head shot and follow up with three body blows. When he flashes, dodge left three times and then give him one head shot and multiple body blows.



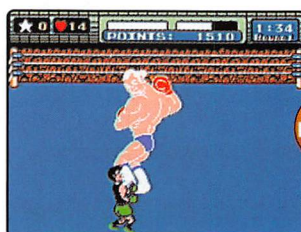
If Mr. Sandman flashes, he's about to throw three Razor Uppercuts.



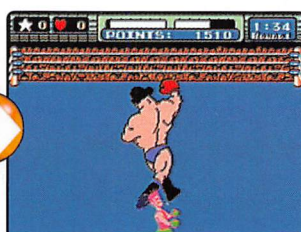
He's very fast, so you won't have much time to react.

SUPER MACHO MAN

Super Macho Man is an incredibly talented boxer with almost no weaknesses. Your best strategy is to wait for him to punch then dodge out of the way and counter-punch. Super Macho Man has a spin punch that's deadly—if he uses it, dodge left again and again until he's done. If you manage to defeat him, you'll have to take on the champ, Mr. Dream!



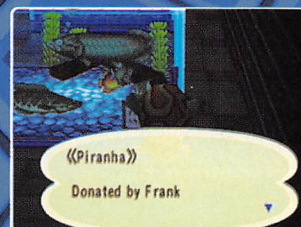
Watch for Super Macho Man to flash before a spin punch.



If you don't dodge the blow, he'll hit you until you fall.

Too Many Teeth

When you donate a creature to the museum, you can visit it at any time. Most of the fish and bugs aren't especially interested in new visitors, but the fearsome piranha is an exception to the rule. Donate a piranha, then go to the fish section of the museum and look at the piranha tank. The angry fish will swim right up to you and give you the scare of a lifetime!





Donkey Kong Jr./Donkey Kong Jr. Math

CONTROL

Control Pad	Move
A Button	Jump
B Button	Cancel an answer (DK Jr. Math only)

Did you know?

Game B is the same as Game A, except that the enemies in the first are more difficult.

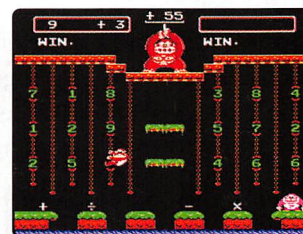
JUNIOR JUMBLE

In Donkey Kong Jr., you must rescue Donkey Kong from the clutches of Mario. (Apparently he got tired of rescuing his girlfriend.) Climb vines and avoid nasty critters as you try to make it to the top. Donkey Kong Jr. Math is essentially the same game, but you must solve math problems as you climb. The strategy below is for Donkey Kong Jr. only.

Donkey Kong Jr.



DK Jr. Math



STAGING GROUND

Climb the vines but watch out for Snapjaws that attack from above. Use the islands to reach the far left-hand side of the screen, then climb up and jump on the platform next to DK.

Stage 1



Sparks move back and forth on platforms in Stage 3. If you jump over them, you'll earn 100 points. If you want to set a new high score, Stage 3 is where to rack up points.

Stage 3



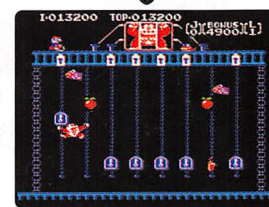
Watch out for the birds—they will lay eggs on your head. Use the spring to cross large gaps and don't hit your head on the moving platform or you'll fall to your doom.

Stage 2



In the fourth and final stage, you must push all six keys up the vines. If you clear all six, your dad will be freed and the cycle will start over with harder enemies.

Stage 4



TIPS FOR ALL

Donkey Kong Jr. climbs much faster with two hands, so try to climb a pair of vines that are close together. Also, try to clock enemies on the head with pieces of fruit. When you eliminate an enemy in that fashion, you'll earn a whopping 800 points.



Why climb one vine when two are much faster?



Don't just leap around. Use the Control Pad to aim in the direction you want to go.



It's hard to drop fruit on an enemy, but the resulting point total is well worth it.

Sunshine on My Shoulders Hurts a Lot

Remember how Mom always said, "Wear sunscreen if you're going to be out all day"? Well, the same rule applies in Animal Crossing. If you spend too much time on the island, you'll end up with a nasty sunburn. To avoid the skin condition, carry a parasol or umbrella with you at all times while off the mainland.





Did you know?

PASS AND KICK



A screenshot from the video game 'Soccer' showing a top-down view of a soccer field. The field is green with white lines. A goal is visible on the right side. The score is 0-1, and the time is 10:44. A goal is visible on the right side of the field.



Did you know?

I'M SO EXCITEBIKED



A Visit from Resetti



Program

Shigehiro Kasamatsu
Takamitsu Kurohara
Kenji Matsutani
Atsushi Nishiwaki
Takafumi Noma
Masatoshi Ogawa
Atsushi Sakaguchi

Clu Clu Land/Clu Clu Land D



CONTROLS

Control Pad

Push it in the direction you want Bubbles to go

A or B Button

Shoot a beam that momentarily stuns enemies

Did you know?

Go to the Main Title menu in Clu Clu Land D, then press and hold the A and B Buttons on Controller 1 while holding down Right, A and B on Controller 2. You'll begin the game with nine extra lives.

GOLDFINGERS

In both Clu Clu Land and Clu Clu Land D, the object is to race around the screen uncovering hidden gold ingots while avoiding sea urchins. The main character, Bubbles, can grab onto posts and swing herself around and also shoot a beam that stuns her enemies. To reveal a gold ingot, move over it. Once you've found all the ingots, you can leave the level.



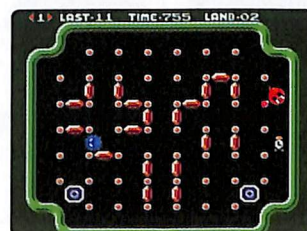
Press the Control Pad in the direction you want to go.



If an enemy is yellow, destroy it by slamming it into a wall.

ITEMIZED

Keep an eye out for the Bonus Timer, a power-up item that will freeze all enemies in their tracks. You should also try to collect Bonus Flags, which grant Bubbles an extra life.



THE HOLE ENCHILADA

In the middle of every level, there is a black hole that spawns enemies. Don't enter the hole or you'll lose a life. You can grab a post and spin through the hole without fear—just don't land on it.



All the World's a Stage

To the right, we've diagrammed two possible Clu Clu Land stages. The gold ingots often form a shape, such as an eagle, so try to uncover possible patterns as you play.



Saucy Sable

Sable, the sewing machine-operating half of the Able sisters, is usually far too busy stitching and knitting to speak with you. If you visit the Able sisters often, however, and spend lots of time designing new and outrageous outfits, she will begin to warm up to you. Soon you'll be having conversations like a pair of old friends! (It won't hurt to spend a few Bells in her shop while you're at it.)



Graze at animal-crossing.com

The world of Animal Crossing evolves 24/7, month after month, so keep an eye on the official Animal Crossing online newspaper to stay updated on all the latest happenings. And that's only the beginning of all the special surprises in store for you at animal-crossing.com!

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Whatever your interests, you'll find a section of the Animal Crossing website that will appeal to you—News, Lifestyle, Entertainment, Travel, Outdoors, Arts & Music and other sections. Check out the website often to see the latest information, all written by citizens of the Animal Crossing world. And don't miss fun season-specific details that pop up during the year!



Hang Out and Chew the Cud

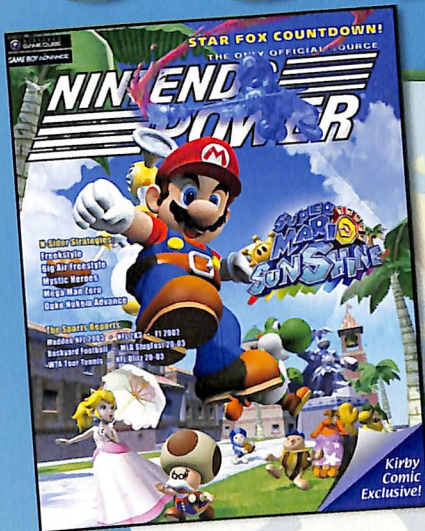
In addition, you'll find plenty of reader forums and lots of other community areas so you can hear about how the planet is playing Animal Crossing. You'll learn much about your town, and you can share your wisdom online at the official site. You'll also develop a style all your own, so spill your style secrets, too! You can be sure that many other gamers have fascinating info to share.



See you around town!



IT'S A ZOO OUT THERE!



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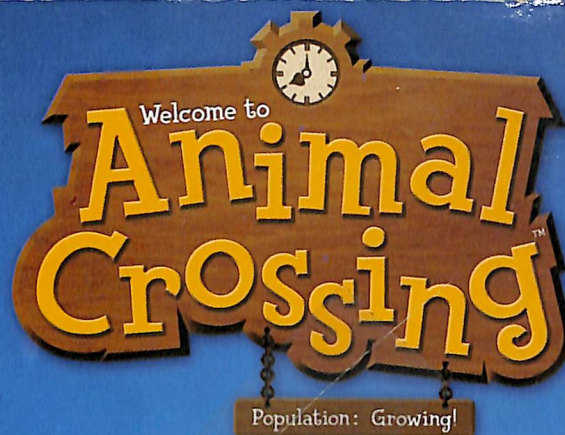


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